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Winter
2013
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extra-planar travel is deadly

Elemental Expansion

these are not your Grandpa's elementals!

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revisiting an old class with Lenard Lakofka*!*

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death from the Outer Planes

Doom for AD&D

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The FireForge

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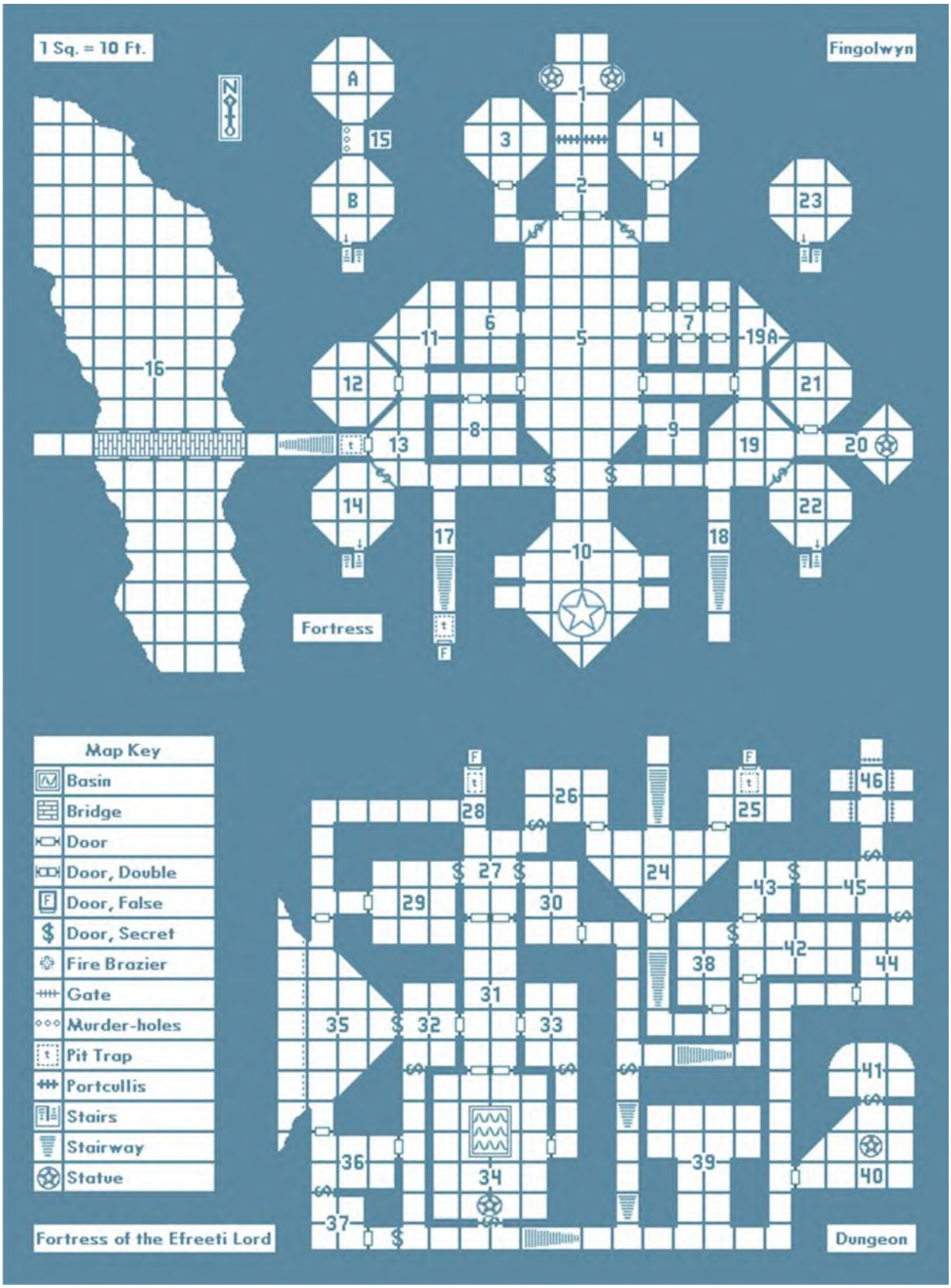
what does that really mean?



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Map 1: Fortress of the Efreeti Lord

Map by Fingolwyn



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The theme of this quarter's magazine is

Inner Planes

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Featured Artist

This months' cover artist is Milo, whose work last graced the cover of *& Magazine* Issue 4.



Milo is the nom-de-plume of a veteran role-player who started as a naive adolescent with Basic D&D in 1980. After a varied real and role-played life, he is now a secondary school teacher in the UK, married with 3 kids, a motorbike and a mortgage. His preferred game is 1st Edition AD&D and, controversially, he quite likes the UA rule additions.

Milo was the cartoonist for the Oxford Polytechnic Students Union Magazine for two years. "Erm, that was the only other time my work has been published so getting my second cover is quite a big deal for me!"

He also wrote a GURP-style game called the "Bastardised Role Playing Game" or BRPG, which was picked up by the publisher Autokratic Press, but never got a distribution deal so was never published.

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Tread Softly

by Nicole Massey

Thoughts from the publisher

Sometimes you just want to get away from it all. This time last year we gave you a trip to the oceans, seas, rivers, lakes, and other bodies of water. But some folks really want to get away, so how about to another plane of existence? We've done just that.

The Inner Planes are one of the less explored parts of the game. Bryan Fazekas has an article that may make this a bit easier. He's also collaborated with Andrew Hamilton to give us an adventure that takes the party to the Elemental Plane of Fire. Andrew has given us some more elemental creatures, some elemental spells, and a new look at elementals and their powers. (I swear, the man doesn't sleep…). There's also a parallel prime material plane article by me about taking your party to the Doom universe, to honor the 20th anniversary of the game's release this December. I know it may not be for everyone, but I hope there's at least something in it anyone can take away from it and use in their campaign – Doom creatures are nasty, even more so without the tech to wipe them out. And we've got our regular columns, too.

Who is the OSR? You are. I am. That alias you argue with on the forums is too. And it's the person who wrote that adventure or article you thought was a total waste of time, too. It's not some abstract concept or nebulous dynamic, it's us. It's all the folks who respond with, "That's stupid, I do it a completely different way," and the folks who say, "Wow, never thought of it that way before, I'll have to go think on this." It's the publishers of the fanzines, free or for pay, the folks going to conventions, the folks teaching their kids or students the game, and the folks still playing after all these years as well as the folks who just found their old books and dice in a box in the attic and brought them downstairs to play again. I can't say this enough – we're all in this together as long as we're playing the game that TSR and WotC stopped publishing long ago.

But wait, WotC published more for the Slaver series in Dungeon issue 215. For us. Not for 2x, 3x, 4x, or D&D Next, but for *First Edition AD&D*. At some level (and the Premium reprints of the core 3 should have hinted at this possibility) we're on their map again, though possibly a remote country on the other side of a vast ocean right under the "Here be dragons" notation. As Ian Fleming said in Moonraker, (the engaging novel, not the celluloid error starring Roger Moore that has only one redeeming feature in it – the female lead has a great shot where you can see that she's wearing a wonderful pair of heels I'd love to find in my size) "Once is happenstance, twice is coincidence, and three times is enemy action." It's not a direct analogy, as WotC isn't our enemy, but it looks like they've definitely decided we represent an opportunity on some level.

They've got a challenge, though. When you have a group working on their own devices for decades it can be difficult to get them into the habit of spending money again. We don't have to deal with that dynamic, as we're a free publication, so I'd love to hear from other folks doing this for some level of income as to how much success they're having. With the broad spectrum of materials TSR released before they switched to second edition there's enough material for dozens of campaigns, and then there's the free stuff folks have published since then. Ain't the web great? (I'll talk about this more in a future issue, but the world wide web has changed so much in the twenty or so years it's been around) But there is a challenge to get folks to pay for material. And it's also true that when you beat someone up on a regular basis they tend not to give you their money when they have a choice, and we've taken some hits in the past from folks who have to be on the latest bandwagon. (The press for Third Edition was pretty harsh in places)

So, when is & going to start charging for our issues? We're not planning on it. Yes, we could make a bit of money off it, but I can't stomach charging for something and then not paying those who provide content to us, so the writers and artists would have to get paid. That takes us into the realm of running a business entity, paying taxes on the product, and hiring professionals to cover bookkeeping and legal issues. We do plan to charge a nominal charge for the ebook editions to help defray hosting costs, and we'll use affiliate programs and banner ads on the website for that as well, but we're not planning on turning this into a revenue producer, as that would make it all too much like work. We do this for the love of the game, giving back, and functioning in a highly creative environment where ideas just drop out of the foliage on a constant basis.

I can't express how much fun it is to produce this magazine. We've got a creative group, and I love creative stuff. I also love it when someone gives me great idea hooks that I can turn into new stuff for y'all. And though I like it when folks say, "Great idea, I'm using it in my campaign," I love it when someone says, "Hey, that thing you wrote gave me a new idea."

I'd like to enlist y'all in a little project of mine. Our regular readers may remember that last month we had an interview with Bill Barsh of Pacesetter games. We'd like to do more of these, and I'd love to do some interviews with some of the regular contributors of *The Dragon* back in the day. If you happen to know Lew Pulsifer, Albert Collins, or any of the other regular contributors to *The Dragon* back in the 80's, please let them know we'd like to interview them. They can contact us at info@and-mag.com.

I'd also like to thank everyone for the kind words and also those with critical comments about the magazine. We need that feedback, even if we don't act on it, as every bit of it gets discussed among the folks involved with the magazine. Yes, we have to weigh things on a much wider scale than most readers do, and with more strategic focus than most people will have. We're catering to folks that played this game since its inception and also those who haven't done so for more than a year. To that end we're trying to have the same type of balance Dragon had back in its day, with things aimed at more advanced players and other things aimed at those who just started and are getting their feet wet. Some readers would love it if we turned into a quarterly maps and monsters publication, but that isn't going to happen, nor are we going to spend a lot of time explaining aspects of the game for new players. Like Gary we are letting the players and referees find their own understanding. But with that said, we do have some folks who will answer questions for us and whose involvement dates far back at some of the highest levels. So if you have a question you want answered about the rules, we still have resources to get those questions answered, so just shoot us a quick email with the question to advice@and-mag.com so we can forward it on or answer it in house. We've already gotten some excellent questions about some of the more confusing aspects of the game, so we're here to help as we can, either by answering questions or finding someone who will.

So without further ado, I'll let you get on to the magazine. As always, we welcome your feedback. Producing a magazine is akin to shouting into a vacuum, so we always love to hear from you so we know if what we're doing is of use to you. Send your comments to letters@and-mag.com. And we hope you enjoy this issue.

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Scattered throughout this issue are new magic items!

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& Magazine on the Net

We have a new addition to the *& Publishing Group*, Ron Redmond, our Public Relations Director. Ron's first actions upon joining the staff was to get us active on new venues:

LinkedIn: http://www.linkedin.com/company/&-publishing-group?trk=prof-following-company-logo

Facebook: https://www.facebook.com/andpublishing

Google+: https://plus.google.com/u/0/b/117421612009560237481/117421612009560237481/posts

Twitter: @andmagPublishin

Fans can get news of upcoming & publications at all of these, plus even more places:

Our forum on **OSRGaming** is always active! Most of the *&* staff members post regularly.

http://osrgaming.org/forums/viewforum.php?f=110



We have two threads on Dragonsfoot. The first is the Non-Dragonsfoot Publications, public service announcements of D&D publications not published through Dragonsfoot, where you can find news of many publications besides *& Magazine*! The second is our feedback thread.

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=56145

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=26003&p=1333624#p1333624

And you can find *&* news in a variety of other places!

FirstEditonDND Yahoo Group

http://games.groups.yahoo.com/group/FirstEditonDND/

Pen & Paper Games

http://www.penandpapergames.com/forums/showthread.php/23274-New-old-school-D-amp-D-magazine-free?p=181105

RPG.NET

http://forum.rpg.net/showthread.php?638167-New-old-school-D-amp-D-mag-f

USENET

rec.games.frp.dnd alt.games.adndfe rec.games.frp.misc

The *& Publishing Group* is pleased to announce that *& Magazine* Issue 7 was featured in an advertisement on the back cover of *Brave the Labyrinth* Issue 2.

Brave the Labyrinth is a quarterly fanzine published by **Small Niche Games** for the Labyrinth Lord™ roleplaying game community. It consists of fan-created material designed to cover all types of *Labyrinth Lord*™ and *Advanced Edition Companion*™ gaming. **Small Niche Games** may be found on the internet at:

https://www.facebook.com/media/set/?set=a.371520576246141.87221.268041039927429&type=3

Issues 1 and 2 are available on RPGNow. The PDF version is "pay what you want" and the print version is $3.99 USD.

http://www.rpgnow.com/index.php?cPath=5676_10488



About the Artist

Del Teigeler is a professional paramedic/firefighter in Lansing, MI. When not facing the fire, he is an avid artist, he uses a variety of media, from pencil, ink, watercolor and colored pencil. He specializes in hand-drawn fantasy art, and you can see more of his work here: https://sites.google.com/site/handdrawnartbydel/

He is also a member of the OSaRtists google plus community. Feel free to contact him at mavfire@gmail.com

You want to do WHAT???
Adventuring on the Elemental Planes

by Bryan Fazekas

Tips for Playing and DMing on the Elemental Planes

Background

Many campaigns will never leave the Prime Material Plane (PMP). This is not a bad thing – the dungeon master (DM) can keep a group entertained for years of real time without having to take on the complexities, unknowns, and sometimes complete bizarreness of planar travel.

But for those campaigns that do experiment with travel to the inner planes? This article offers tips to players and to DMs.

What are the Elemental Planes? Depends on who you ask.

The original concept of the elemental planes was four planes, each of which is the "home", or maybe the "source", of the four primary elements:

- Air
- Earth
- Fire
- Water

Together with the Positive and Negative Material Planes (the sources of positive and negative energy, respectively), they comprised the Inner Planes. Page 121 of the *AD&D Players Handbook* [PH] has a picture of the PMP bounded on the top and bottom by the Positive and Negative Material Planes, with the four elemental planes surrounding them. Other than a brief description of each plane, no details were provided.

A few years later the depiction changed and the Inner Planes grew in number. Page 128 of the *AD&D Deities & Demi-Gods* [DDG] shows a changed picture – the PMP in the middle, the Positive Plane above, the Negative Plane below, and the elemental planes in a ring around it. Between the four primary elemental planes are the four Para-Elemental Planes. The descriptions of each plane were not much more detailed than the *PH*.

The *AD&D Manuals of the Planes* [MotP] fleshed things out for the first time. It added the Quasi-Elemental planes, eight new planes at the junctions between each of the elemental planes and the Positive and Negative planes, respectively. Much detail of each plane was provided, although a significant number of readers disliked the book and the direction in which it took the game.

Author's note: This article does not address the Positive, Negative, Para-, or Quasi-planes, only the four basic elemental planes. However, many of the tips presented may be useful in these planes.

The Ethereal Plane exists between all the Inner Planes and the PMP, and is a prime travel route between all of the Inner Planes.

By-the-Book (BtB) travel to and between the Inner Planes is accomplished by traveling the Ethereal Plane, by using the clerical *Plane Shift* spell, by gate/vortex, or by similar means.

The Player's POV

This section provides tips for the players whose characters plan to adventure among the Elemental Planes.

Primary Rule #1

The first and only rule is that NOTHING a player reads in any *AD&D* manual or any other source has to be true in the DM's campaign. Each DM decides how the planes function in their campaign, what works and what doesn't work. DO NOT go to your DM and say, "I read an article in *& Magazine* and it said ..." because your DM probably doesn't care.

Your DM has the final say regarding how things work, what information is accurate, and what is not.

Consult a Sage

Consulting a sage and gathering information should be the first step when planning a trip to the Elemental planes. Or better yet, consult a bunch of sages! The gold

is well spent to find out what conditions are really like on any of the elemental planes. [Hint: This is how to find out how **your** DM runs the elemental planes, which addresses Primary Rule #1.]

What is common to all four planes?

It is known that the elemental planes are hostile environments. Rumors abound that the Plane of Air is open sky, that adventurers fall forever. That the Plane of Earth is solid earth, making movement and breathing impossible. That the Plane of Fire is so hot that steel is a liquid. That the Plane of Water is an endless ocean, within which dangerous monsters abound.

What is fact and what is rumor? How does one tell the difference? Ask a sage!

What are good questions to ask? What preparation is required? What is necessary to merely survive? Each plane has unique conditions and the party may need to consider the following as a bare minimum:

- Air – Do creatures hang in the air? Do they fall in one direction? What are the characteristics of the plane?
- Earth – Some way to move through the earth. If the plane is solid dirt, how to breathe and move?
- Fire – Fire protection. Lots of fire protection. How hot is it? Is it all lava or fire or what?
- Water – A way to breath in water. Is it all just water?

Sages can also provide information regarding common monsters – especially elementals – including known strengths and weaknesses. Ask about magic items and spells! What works? What doesn't? What is different?

There are three caveats with sages:

a) They tell you what they believe or what they have read, but that doesn't mean they are always right.

b) They don't know everything so what they say may be only part of the truth. What they are saying is absolutely true … as far as it goes. What the sage doesn't know could be significant.

c) The sage may NOT be truthful. An enemy of the party may have paid the sage to lie, or the sage may not know the answers and make up things instead of admitting a lack of knowledge.



For these reasons, consult several sages. At worst the party may hear the same facts from several sources. At best they will get a more complete picture of what they are getting themselves into.

A final thought on this topic – if possible consult with someone who has actually been on the plane(s) in question. Firsthand knowledge is best!

Getting There

How is the party going to travel to the elemental planes? There are three main components to adventuring in the Inner Planes and this is part #1.

Two common travel methods are the *Plane Shift* spell and travel via the Ethereal Plane. *Plane Shift* is point-to-point, using it to travel doesn't require special preparation, other than knowing about their destination.

Travel via the Ethereal? THAT is an extensive topic all its own. Best to add that to the list of questions for the sage.

A third method is via a gate or vortex. This is a permanent or temporary opening between planes that provides two way travel. However, permanent gates and vortices are extremely rare, and temporary ones may close at an inopportune time, trapping the party in a hostile environment.

Survival Tips

The second main component of sojourning in the elemental planes is survival. The natural rules of the PMP do not necessarily apply. To paraphrase Dorothy, "Toto, I've a feeling we're not in Greyhawk anymore."

Simple things like food and water may be a problem. While the Elemental Plane of Water abounds in water, that doesn't mean it is safe to drink. What if it is salt water? Is there water on the elemental planes of Earth, Fire, and Air? Plants and animals in any of the planes may be inedible, indigestible, or even poisonous.

As noted above, the party needs to understand what is required to survive in the elemental plane they are planning to sojourn in. Sages can tell them what they need, but now the party needs to do the real planning and acquisition of necessary materials. Survival may require consumable magic items and/or spells, so the party may have a non-negotiable time limit on how long they can survive.

Magic weapons are a critical requirement. Elementals require +2 weapons to hit, and BtB weapons created on the Prime Material Plane (PMP) lose 1 plus on the Ethereal Plane and 2 pluses when carried to any of the Inner Planes. A +3 weapon on the PMP is a +1 weapon on any of the elemental planes, meaning it is incapable of harming common elementals. Superior magic items are a requirement.

Other magic items may function differently on the elemental planes, and may have different characteristics on different planes. Wise PCs investigate this BEFORE traveling.

Some deities may have more or less power on the elemental planes. This could affect clerical spells, how they work and if the cleric can get new spells. Druids may have similar problems, while magic user and illusionist spells may not work as expected. Spells may function differently, or the outcome might be different. A *Fireball* might do wonders against a water elemental, whilst simply irritating a hostile fire elemental, or even heal it. Or maybe it tickles the elemental, producing a friend.

One important survival strategy is the acquisition of allies. A party that travels with the mentality of "if it moves kill it, if it doesn't move take it" will not find many allies. If anything, they will find that their list of enemies grows with every encounter.

On the other hand, a party that negotiates with neutral (not actively hostile) beings may be able to turn the neutrals into "friendlies" – at least as long as they are paid/bribed. Finding a clan of azer and negotiating for a safe base and supplies may make the difference between life and death. While this strategy is good in most situations, it may be critical on the elemental planes where the environment itself is inimical to the party.

A safe base on the Plane of Fire, in which the temperature of the base is "only" 110F/43C, prolongs the party's fire resistance magic and enables survival when the magic is depleted. Yes, the price may go up when the party has no options, but that is still better than having their belongings removed from their dead bodies.

Getting Home

The most important point in planning the sojourn is not "how do we get there?" or "how do we survive?" – it is "how do we get home?". This is the final component of the planning process.

A sage can inform the party of the methods of planar travel that will get one to and from the Inner Planes. It's a good idea to have more than one method of travel. *Plane Shift* does the job, as long as the party's one cleric doesn't get killed AND he can pray for new spells.

A wise party will acquire as much information as possible, and will plan for all foreseeable contingencies, and as many unforeseeable ones as possible (assuming that is possible). Being trapped in an elemental plane is probably a death sentence.

Player's Summary

The three key elements to survival on the elemental planes are:

1. Preparation
2. Preparación
3. Préparation

Parties that do their homework, learn about the challenges they will face, and prepare to handle those changes have a much greater chance of survival.

The DM's POV

The first reality of running an adventure on any of the elemental planes is that it is ten times harder to run a good adventure there than it is to play in that adventure. The DM has a LOT more preparation to perform.

Yes, the DM can run an elemental adventure without the effort. It is completely possible to run an adventure through a simplified version of the elemental planes. The players will probably enjoy it. But the final effect will not be the same. The party is playing in what is really just a slightly altered PMP, without the specialness that survival in a totally alien environment gives them. Sadly, they will not know what they are missing.

Do your players the pleasure of giving them an adventure they'll not forget.

Do Your Homework

The core *AD&D* books (*Monster Manual* [MM], *Players Handbook* [PH], and *Dungeon Masters Guide* [DMG]) have little information on the elemental planes other than the cosmetology, and the *DDG* doesn't have much either. The pictures in the *PH* and *DDG* are useful in understanding the layout, but don't help in running an adventure on any of the Inner Planes. Reading the *MM* helps define some monsters but doesn't detail the planes, it just provides hints.

The *Manual of the Planes* [MotP] is comprehensive and provides a lot of ideas, but isn't (in the author's opinion) a satisfying manual. Although the book contains some true gems of brilliance, it doesn't have the feel of being play tested; different sections don't flow together and some rules are cumbersome. But, while it may not be the best source for exact ideas, the *MotP* provides a starting point. It is worth reading for ideas, even if many of those ideas are rejected. Finding a starting point is often the hardest part and the *MotP* can provide that.

Alternately *AD&D 2nd Edition Planescape* is recommended as an option for ideas.

The bottom line? It doesn't matter where the ideas come from as long as they work for the campaign.

Travel Methods

As stated in the Players section, travel is typically via the *Plane Shift* spell or Ethereal travel. The easiest, by far, is *Plane Shift*. The DM doesn't have to do extra work in preparation.

Travel via the Ethereal? The *MotP* offers interesting ideas for handling the Ethereal … but that is a topic for another article …

Gates/vortices are the most interesting choice. They require little more preparation and background than a *Plane Shift* spell, but have great uncertainty in their very nature.

Permanent gates are extremely rare and likely well-guarded by *something*. That alone is quite a challenge, an option to spawn one or more ancillary adventures.

Temporary gates? That produces a major hazard – will it still be open when the party wishes or needs to return home? This depends on the gate – what created it and what controls it? Some may be opened by a creature or magic item. Others gates may be natural phenomena, and may open for a while and close forever. Yet others may open and close in reaction to specific events, or may open/close on a regular basis, or may be completely unpredictable. A seemingly stable gate may not be, it may merely appear stable in the lifespan of a human, but not to a dragon. The DM can take this in many directions.

Changes to Spells and Magic Items



As part of the DM's homework, decide what effects the plane has upon magic, both spells and magic items.

The *MotP* lists changes to spell effects on pages 27 through 29. It's worth reading this and deciding which should apply and which shouldn't. Have a written list handy as the list is extensive enough that it may be hard to remember. Also consider other changes that occur to you and write them down. The goal here is not to screw the players – it's to provide a unique environment which challenges many things they know or think they know. It takes them out of their comfort zone and requires them to think and be inventive.

Keep in mind that replenishing spell components may be difficult. Substitutions may be required and some spells will be impossible. For example, finding bat guano may be impossible. Fire Bat guano, anyone? What effect will

that substitution have on a Fireball? Consider spells the party commonly uses and think about what changes may be required. If material components are not used in the game? Consider changing that, as the forced substitution of components can produce memorable results.

Clerics and druids may have difficulty in regaining 3rd level and higher spells, depending upon their deity. While this is commonly considered a problem for the Outer Planes, the DM may choose to implement restrictions for the Inner Planes as well.

As mentioned in the player's section, plused magic items lose 2 points, e.g., a **Long Sword +3** becomes a **Long Sword +1** for the duration on the elemental planes, while **Plate Mail +2** becomes non-magical during the trip. All items regain their normal pluses when back on the PMP, the loss is temporary, which doesn't help when facing a minor elemental without a weapon capable of damaging it.

Other magic items may be affected similar to spells. Think about what items the party has and how they will function in the alien environment. In general, plused items are easier to deal with as the rule is simple, while non-plused items will require consideration to keep rulings consistent. The bottom of page 29 and top of page 30 in *MotP* have a few rules.

Low magic campaigns do not operate well in the elemental planes. Such campaigns may require neutering the dangers of the elemental planes, so it may be a better choice to choose an Alternate PMP instead.

Monsters

Pages 25 and 26 of the *MotP* list good general encounter tables, and indicate in which manual the monsters are found. The chapters for each plane offer other encounter tables customized for the location. There are descriptions of variations on typical monsters, things beyond simple elementals and djinn. This gives unique flavor to each plane.

The DM should spice it up more. Each plane has its own typical life forms, creatures as common as a cow, pig, or chicken – but different according to the nature of the plane. As an example, the Plane of Fire has its own version of cows, 3 HD and having no physical attacks. If threatened they run away. But in context with discussions of bovine flatulence in Global Warming circles, it's possible the Fire Cows have a special attack when fleeing – burning methane that acts similar to a *Burning Hands* spell but affecting up to three creatures within 10'.

The DM can get creative – some monsters will look like their PMP counterparts, some may appear totally different.

Changes to Class Abilities

Most PC and NPC class abilities function as expected. Page 30 of *MotP* lists a few alterations. In general the DM should consider the conditions they use in each environment and use common sense (within game terms) to decide upon changes. Some skills may be reduced while others may increase.

Define the Environment

One school of thought says the Elemental Plane of Earth is a solid mass of dirt, with no other elements. From a purist point of view, that makes perfect sense. It's an elemental plane and dirt (earth) is the element!

From a DM's point of view? It is, well, pointless. How can an adventure be run here? How is the party going to move? How are they going to breathe? The same can be said of the elemental planes of Air, Fire, and Water – while each can consist of just a single element, it makes more sense – from a game point of view – to vary things and not make the planes totally homogeneous.

Following are ideas for making each of the planes a good place to adventure, one in which both the DM and the players can enjoy the time. Each will have unique challenges, which increases the enjoyment.

Plane of Earth

The Plane of Earth can be a vast three-dimensional space of nothing but dirt and rock … filled with air filled tunnels. This facilitates movement and breathing, and the temperature is within human normal range. Of all the planes, this concept makes it the most survivable plane without special magic.

What is the drawback?

Creatures of the plane may be hard to distinguish from the material of the plane itself, so they surprise better than normal. An elemental may be part of the wall and surprise 5 in 6. The tunnels may be subject to collapse, which will have little or no effect upon the denizens of the plane, but will certainly impact the party (pun intended). Some creatures may collapse existing tunnels and create new ones, so the "terrain" is not constant. Maps may be useful only for a limited time span.

Earthquakes of varying intensity may occur from time to time.



To keep things interesting, pockets of the other elements may exist. A "cavern" may have a self-sustaining fire, there may be lakes or even oceans, and the party may encounter a large void in which the force of gravity is negated.

Speaking of gravity, in a vast space filled with earth, which way is down? The DM should choose a direction and make it down, or be inventive and have "down" change periodically. This makes running through unknown tunnels quite dangerous – one moment the PC is running and the next they are face-planting on what used to be the ceiling. Depending on distance the "fall" may inflict serious damage.

Plane of Air

The Plane of Air is probably the second most survivable for PCs. It is a vast three-dimensional area of nothing but air!

There are three schools of thought on gravity:

1. DM picks a direction, that is down. This makes things simple.
2. There is no gravity. Anything without wings or reaction mass isn't moving.
3. Gravity is in whatever direction each creature thinks it is. Pick a direction, decide it is "down", suddenly they are "falling" in that direction. Flying made easy – sort of. Anything without intelligence just floats.

This is another place to have outposts of the other elements. Floating islands of dirt make great platforms for adventures. Similarly, floating lakes – huge blobs of water – make another great platform. Fire is a bit harder to conceptualize, but a floating fire might exist, or it might exist in conjunction with a floating island.

Depending on what the DM chooses for gravity, travel could prove to be very simple, or it could be quite difficult. It also produces danger as the PCs have to worry about falling objects, which might be as small a s a pebble or as large as an island. One choice is that objects above a certain size float while smaller objects fall. This may not make logical, real-world sense, but does provide a rationale for floating islands of dirt, water, and fire.

Plane of Water

An endless ocean? The Plane of Water can be an interesting place to visit. Of the planes discussed, it is also the first which is totally inimical to the PCs' survival. The first and last question is, "How do I breathe?"

The party must make preparations for different methods of breathing in water. Finding pockets of air may be just as critical, since spells, potions, and magic items for breathing all have limitations. Allies who can provide air may be a critical need.

Is the water salty or not? Is it both, with different areas having different salinity, or maybe ribbons of different salinity existing next to each other. If the party can't easily detect salinity they may not understand why one monster's territory ends in a certain place, while other creatures can easily go between. Until the party understands this, it makes a great mystery.

Most life exists in our ocean near the sea bottom, so it makes sense that pockets of earth will be home to much life. Sentient life forms will need such material for building, although the idea of a civilization with no building blocks existing in open ocean spurs the imagination.

Pockets of air make sense, and may be hotly coveted and protected, as are pockets of earth. Pockets of fire? That one is harder to imagine, but it might mark an incursion from the opposite plane.

Plane of Fire

The Plane of Fire is the most deadly to the party, simply because of the environment itself.

One thought is that it is realm of nothing but fire. Sure that makes sense, but is nearly impossible to adventure in. Instead, it makes more sense to have a plane of great variety, oceans of fire, oceans of lava, balls and slabs of hot stone.

Consider that unprotected humans cannot survive temperatures much above 130 F for any length of time, and temperatures above the boiling point of water not at

all. Such a hot environment is totally unlivable, so from a playability point of view it makes sense to have areas where the temperatures are not much above the human comfort zone. And other areas which crisp a human to a cinder in an instant, plus every temperature in between.

Magic and allies are critical resources here. This is the plane where the most preparation is required, else the party's time will be short, ending in crispiness. One idea is to provide encounters in which the party can choose to help a native creature or group, producing good will. Creatures that accept payment for their help are another possibility. Communities, outposts, caravans? Any are possible, although the party may not immediately recognize things for what they are.

DM's Summary

The DM has two primary objectives in creating and running an adventure or three on the elemental planes:

1. Produce a memorable adventure.
2. Avoid a Total Party Kill (TPK).

Both goals require planning and care. Taking the nature of the players into account is equally important. A single character who attacks first and asks questions never? This person will scotch the party's chance of acquiring critically needed allies, while a party that tries to talk to everything it meets may meet with greater success.

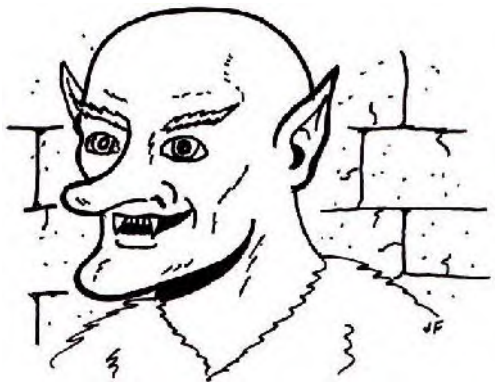
Gauntlets of Kobold Strength

These gauntlets appear to be those for plate mail, and are thus usable by fighters their sub-classes. They are made of very flashy pieces of metal linked together, begging the fighter to put them on. The first time in battle the character's strength reduces to 6 with all the penalties that includes, and the gauntlets cannot be removed save by a Remove Curse or character death.

The Gauntlets were fabricated to teach a despot a lesson, he would always brag about how he could beat anyone. And so, one day, another huge fighter (in collaboration with a powerful Magi) cooked up a plan to fight the despot, lose and thus give him the Gauntlets as the price. However, the plan backfired when the despot realized he had been fooled to put the Gauntlets on, and he hired ruthless killers as his bodyguards, and put a price on the unnamed magic-users' head.

GP value 15,000; XP value –

by Brynjar Borgersen



Enoch's Enervative Emulsion

This thick viscous black goo was the creation of the dark magic user/cleric Enoch 'The Atramentous'. The goo may be smeared on bladed or piercing weapons (good for 2 successful strikes) and has the same effect as a shadow's touch (strength drain for 2d4 turns). Enoch was known to provide pots of the unguent to his foot soldiers, who would coat their arrowheads and swords with its foulness. Note that 1 pot holds 5 applications.

GP value 2,500; XP value 500(per pot)

by Dan Rasaiah

Enoch's Talisman of Entropic Effectuation

This black oblong talisman has silvery glyphs engraved on its underside and glows with a faint purple luminescence. When worn, the touch of the left hand of the wearer (magic user only) causes the victim to age by 10d4 years like the touch of a ghost. A 'to hit' roll must be made as per normal although no saving throws apply. The talisman may be used (successful hits only) up to three times per day.

GP value 25,000; XP value 5,000

by Dan Rasaiah

Elemental Expansion and True Elementals

by Andrew Hamilton

The description and in-game representation of elementals never really lived up to the mental image I had of a primal force given physical form; raw elemental power radiating from a fearsome and powerful entity. In my imagination, I saw an elemental commanding and controlling its natural element, leaving evidence of its passage in its wake. I visualized the fire elemental striding across a field, leaving burning footprints and throwing off embers as it moves; and earth elemental tearing up giant handfuls of earth to hurl at opponents or incorporate into themselves to grow.

Certainly, the elementals presented in the *AD&D Monster Manual* [MM] are nothing to sneer at. Any 16 HD monster must be taken seriously, and with the addition of various powers such as the air elemental's whirlwind or the ability of the earth elemental to cause maximum damage to any opponent standing on earth, some elementals seem even more powerful. Regardless, there was (and still is) something about the way in which they were presented that didn't seem quite right to me.

The "less is more" approach taken in the *MM* description of elementals is consistent with the old-school philosophy of letting a DM fill in the blanks as needed without constraining their imagination. The *MM* hints at the existence of more powerful elementals, and describes other denizens of the elemental planes (djinni, efreeti, and water weird). The *AD&D Fiend Folio* [FF] and *AD&D Monster Manual II* [MM2] go even further, including describing Elemental Princes of Evil. Those efforts, while interesting and useful, still didn't quite deliver the effect I was looking for. I wanted an earth elemental that shakes the ground as it moves, reshapes earth & stone, makes stone walls or columns erupt out of the ground and makes stone flow like water.

This article describes the thoughts that I have around making elementals a little more memorable. It describes a few options to consider that amount to minor tweaking of the elemental, and then presents an elemental form that has been upgraded.

Options to Consider

This article treats elementals as a powerful, alien entity with no understanding of or interest in the Prime Material Plane (PMP). Their alien nature is represented with their alignment – Neutral, having no care for good or evil, law or chaos, life or unlife, etc. – and their apparent intelligence which is described as Low, based on humanocentric observations, but which really just reflects their lack of interest in the PMP.

Elementals also represent rules of reality that define the possible on the PMP, and they have the ability to manipulate those forces. There are a number of ways in which the elemental could be presented to make it a little more archetypical of its element, without deviating far from the description in the *MM*. These suggestions are detailed below, the first group of suggestions are general and apply to any elemental type; the second group are specific to elemental types.



General Suggestions

1) Elementals are elemental, not magical. This means that when they have a spell-like effect (e.g. *Create Water*, *Produce Flame*, *Wall Of Stone*) that the ability is not

magical, and not subject to dispelling or anti-magic shells. Their ability to manipulate their element may be described as equivalent to a spell effect, but it is not magical. However, while these elemental effects cannot be dispelled, magical protections (such as a **Ring of Fire Resistance**, **Potion of Water Breathing**, etc.) are fully effective against the elemental effect.

2) Grues, genie-kind, weirds, etc. are not elementals, they are elemental denizens, e.g., they dwell on the elemental planes, but they are not "of" the elemental planes. Similarly, quasi- and para- elementals are not elementals. For the sake of simplicity quasi- and para- elementals are lumped into the category of pseudo-elementals. As such, magic that controls elementals does not control denizens or pseudo-elementals, and vice versa.

3) Elementals draw power from association with their element. In this context, association is being in contact with their native element. So an air elemental is in association with their element unless they were captured in a vacuum or airtight vessel. A fire elemental in contact with a large fire, like a bonfire, would be in association with their element. This could be represented in a number of ways in game play:

- Elementals in contact with their native element regenerate damage at the rate of 1, 2 or 3 hp/round for an 8, 12, or 16 HD elemental, respectively.
- Elementals in contact with their native element are treated as if under the effects of a 2nd level clerical *Chant* spell with an unlimited duration. Remember that elementals suffer penalties when fighting in non-native environments as described in the *MM.*

4) One can infer from the *MM* description that free-willed elementals have the ability to return to their native plane at will. Presumably a controlled elemental could return to their native plane as well if commanded to do so by the controlling magic-user. However, planar travel would be expected to break any control that the magic-user has over the elemental.

5) While never explicitly stated, is it reasonable to assume elementals are immune to damage from effects related to their elemental origin. Thus a fire elemental would not be damaged by *Fireballs*, *Burning Hands*, red dragon breath, etc. Air elementals would be unaffected by *Gusts of Wind*, *Whirlwinds*, etc. Refined metals may or may not be considered an "earth" attack form; however once enchanted to a +2 or better magical weapon such a metal (or stone) weapon would be fully effective against an elemental (as the magic would take precedence over the nature of the base item).

There is an option to extend this further, and have and elemental attack form "heal" an elemental of the correct type (e.g. a fire elemental struck by a 10th level caster's *Fireball* would be healed of 10d6 hp of damage).

6) Their alien and essentially non-living (which is not equivalent to undead) nature makes elementals immune to spells such as *Charms*, *Suggestion*, *Command*, *ESP* or *Telepathy*, *Fear*, or *Sleep*. Elementals would also be considered immune to mental psionic attacks, but not physical effects resulting from psionic attacks. Whether or not the alien mind and senses of an elemental are fooled by illusions is up to an individual DM to decide. However, a strong case could be made that earth elemental and air elementals would be able to tell whether something was "there" or not by the vibrations (or lack of vibrations) in the air and ground. These would also negate the effectiveness of invisibility.

7) Their non-organic nature makes elementals immune to poison and disease.



Air Elemental

1) Composed of air, the air elemental should be treated as effectively invisible if it so desires, both for the purposes of normal vision & infravision. While the effects of its presence may be seen and felt the elemental itself is not necessarily visible. This is not true invisibility, and as such *Detect Invisibility* spells have no effect. The benefit is not lost when the elemental attacks, so all attacks directed against them will be at -4 to hit. As always, discretion must be applied. For example, if the elemental was

creating a vortex and picking up loose leaves and dust it would be quite visible.

2) Being comprised of air, an air elemental can "leak" or "seep" into any building, vessel, or container that is not air tight. So an air elemental could infiltrate a fortress by gently drifting through corridors, seeping under doors or through cracks.



Earth Elemental

1) Alluded to in the description of earth elementals, these entities have the ability to pass through earth & stone. They do so as a xorn, with the exception that they do not require an entire round to make the transition (treat it as normal movement rate), and they are not vulnerable to "instant death" from a *Phase Door* spell.

2) Earth elementals are incredibly strong, and in addition to their ability to cause structural damage, they can also lift and carry heavy loads, open doors, or bend bars. In game play they should be treated as having a Strength attribute of 23, 24 or 25 for an 8, 12 or 16 HD elemental respectively.

Fire Elemental

1) Fire elementals ignite any combustible materials that they come in contact with; the ignition times are the same as for any material exposed to a large and intense flame (a bonfire, at the minimum). Thus dry grass, leaves and paper would ignite immediately, wood ignites in 1 to 2 rounds (depending upon how wet it is), etc. Fire elementals will be invisible when in their own element, e.g., a forest fire.

Water Elemental

1) In addition to slowing a boat, a water elemental can speed a boat. The same tonnages can be affected, and the elemental can increase the boat's movement rate by 1/2 the swimming speed of the elemental.

2) Comprised of water, a water elemental can "leak" or "seep" into any building, vessel, or container that is not water tight (similar to an air elemental). So a water elemental could enter a fortress by trickling through corridors, seeping under doors or through cracks.

3) Should it wish, a water elemental becomes effectively invisible when in water, for both the purposes of normal vision and infravision.

XP For Gygaxian Elementals

In the DMG, the appendix listing experience point values for monsters has a single value for elementals, which makes no sense given that elementals have an 8 HD range from weakest to most powerful. Here are recalculated experience values for Gygaxian elementals.

Type	8 HD	12 HD	16 HD
Air[1]	1,000 + 10/hp	3,550 + 16/hp	7,750 + 20/hp
Earth[2]	1,175 + 10/hp	4,250 + 16/hp	9,350 + 20/hp
Fire[3]	1,000 + 10/hp	3,550 + 16/hp	7,750 + 20/hp
Water[4]	1,000 + 10/hp	3,550 + 16/hp	7,750 + 20/hp

Notes:

1 struck by +2 or better weapon, whirlwind attack, attack bonuses in the air

2 struck by +2 or better weapon, maximum damage to foes on the ground, 32 hp maximum damage, structural damage

3 struck by +2 or better weapon, set fire to combustible materials, maximum damage 24 per 1 attack

4 struck by +2 or better weapon, slow vessels, maximum 30 hp damage per 1 attack

True Elementals

In my campaign I wanted to have PCs face elementals with a little more firepower and the ability to command

the elements, creating the type of encounter that allows a DM to paint the kind of picture that scares the players. To do that I developed the concept of "true elementals". My reasoning was that magic-users, being relatively intelligent, would summon elementals in a manner that constrains the power of the elemental. This would limit the threat to the magic-user should the elemental break control. Thus, the "by the book" elemental would represent the elemental summoned through this type of a means (through a restricted planar conduit perhaps?). True elementals cannot be summoned, nor can they be controlled; they represent a primal force, a building block of reality.

True elementals can be introduced into a campaign in a few ways. While they cannot be summoned on purpose, they could potentially be summoned as the result of a freak accident or conjuration gone horribly wrong, or in a location where the barriers between the targeted Elemental (Inner) Plane and the PMP are weak, or in a "wild magic" area (admittedly a 2nd edition concept). Alternately, any conjure elemental spell could have a 1% chance of bringing across an uncontrollable true elemental. They can also freely pass through gates between the Planes.

A true elemental has command over the element of which they are derived, as well as the ability to connect with their home plane, and these abilities are described as spell-like effects. The effective casting level of each power is equivalent to the true elemental's HD. These abilities do not require a casting time, regardless of what the comparative spell description describes. The ability to exert control is natural, and therefore occurs with a thought (a single segment). One such ability may be used each round **in addition to** a physical attack or action.

More powerful true elementals (e.g., those with greater hit dice) have the elemental abilities of a weaker elemental in addition to those abilities described for their hit dice (e.g., a 16 HD elemental has the abilities of an 8 HD and 12 HD true elemental in addition to the abilities assigned to a 16 HD specimen.

The elemental abilities are described as "constant", "at will", or "#/day".

A constant ability is one which is "on" at all times, and takes no effort to establish or maintain. For example, a true water elemental has a constant "create water" effect, and each round they are present on the Prime Material Plane, 32 to 64 gallons (4 gallons/level, as per the spell effect) is created or brought across from the elemental plane of water. In an aquatic environment, or in an open field, it is unlikely that this will have any noticeable effect, but in a sealed stone pit or dungeon corridor, after a few rounds, the volume of water will be noticeable.

An ability described as "at will" can be used as often as the true elemental desires, although the act of initiating the ability uses an action. So, an earth elemental could forego a melee attack and instead use a stone shape ability to create a barrier, destroy a bridge, etc.

An ability described as #/day can be used only a limited number of times per day. The limitation may be a result of the effort it takes to maintain a presence on the Prime Material Plane and interact with its "contaminated" or "tainted" elements.

The abilities possessed by true elementals are listed below:



True Air Elementals

8 HD: *Feather Fall* (on another, at will, MU1), *Zephyr* (at will, MU2), *Gust of Wind* (at will, MU3)

12 HD: *Control Winds* (at will, D5), *Wind Wall* (at will, MU3)

16 HD: *Telekinesis* (3/day, MU5), *Wind Walk* (carry another, 3/day, C7)

True Earth Elementals

8 HD: *Magic Stone* (at will, C1), *Spike Stones* (at will, C4), *Stone Shape* (at will, D3)

12 HD: *Dig* (3/day, MU4), *Wall of Stone* (3/day, MU5), *Stone Tell* (C6, at will)

16 HD: *Animate Rock* (3/day, D7), *Earthquake* (2/day, C7), *Move Earth* (3/day, MU6)

True Fire Elementals

8 HD: *Affect Normal Fires* (constant, increasing the size of flames in the area, MU1), *Produce Flame* (constant, D2), *Pyrotechnics* (at will, MU2)

12 HD: *Wall of Fire* (3/day, D5), *Heat Metal* (3/day, D2), *Produce Fire* (at will, D4)

16 HD: *Flame Strike* (3/day, C5), *Firestorm* (2/day, D7)

True Water Elementals

8 HD: *Create Water* (constant, C1), *Precipitation* (3/day, C1), *Water Walk* (at will, C3), *Purify Water* (at will, D1)

12 HD: *Lower Water/Raise* (3/day, C4), *Water Breathing* (on others, 3/day, MU3), *Cloudburst* (3/day, D3)

16 HD: *Part Water* (3/day, C6)

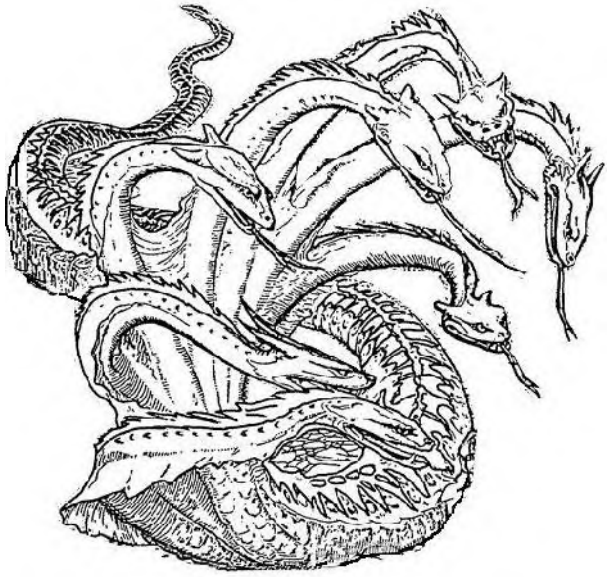
XP for True Elementals

Type	8 HD	12 HD	16 HD
Air	1,175 + 10/hp	4,250 + 16/hp	9,350 + 20/hp
Earth	1,350 + 10/hp	4,950 + 16/hp	11,600 + 20/hp
Fire	1,175 + 10/hp	4,250 + 16/hp	9,350 + 20/hp
Water	1,175 + 10/hp	4,250 + 16/hp	9,350 + 20/hp

Hydra Ring

This ring may be activated once per day for 1 combat round only. During this time, spectral arms will grow out of the wearer's body, mimicking exactly the weapon type he is wielding in his primary hand (i.e a sword bearer would grow spectral arms wielding swords, whilst a dagger wielder would grow arms wielding daggers). The spectral weapons will have no magical properties of any kind regardless of the magical properties that the primary weapon may possess, however they count as magical weapons for determining effectiveness against creatures only struck by magic weapons. These spectral arms will then attack as per the wielders base THAC0 (no STR, specialization, or magical bonuses) inflicting damage as per a regular weapon of that type. The weapon wielded in the primary hand must be allowed by the class in question (e.g., a mage cannot wield a battle axe) and any non-proficiency penalties associated with the particular weapon apply also to the spectral arms, which are in effect, magical extensions of the wielder's own martial ability.

These rings come in a variety of colours (gold, silver, platinum, copper, electrum, adamantine, tin, steel) and resemble snaking hydra heads wound around a regular band. The number of heads on the ring (5 [tin] to 12 [adamantine]) determines how many spectral arms are grown by that particular ring when activated.



5 headed ring: GP value 15,000; XP value 1500

6 headed ring: GP value 20,000; XP value 2,000

7 headed ring: GP value 25,000; XP value 2,500

8 headed ring: GP value 30,000; XP value 3,000

9 headed ring: GP value 35,000; XP value 3,500

10 headed ring: GP value 40,000; XP value 4,000

11 headed ring: GP value 45,000; XP value 4,500

12 headed ring: GP value 50,000; XP value 5,000

by Dan Rasaiah

Archer / Archer-Ranger PC Class

by Len Lakofka

This is a rewrite of the article originally published in The Dragon #45 and also Best of Dragon #3. Please note that while this article is based upon my original article, it has been significantly rewritten and expanded. There are many key differences between the original Archer/Archer-Ranger and the classes presented here.

Why You're Reading This

I created a Facebook group called **AD&D Ed I, UA, and 2** to talk about these editions specifically and leaving editions 3 and higher out of it. One of my first questions was had anyone played the Archer or Archer-Ranger that I proposed in the Dragon #45 (also Best of the Dragon #3). I misplaced my *Dragon Archive* (which I subsequently found under a bunch of old Rolling Stones) and so I went looking to see if the Archer was on line. I found it on Bob Senkewitz's site (http://www.bobsenk.com/rpg) The icons along the top are links to the materials.

I downloaded it and after reading saw that changes were needed. I compared the experience point charts of the fighter, ranger and archer (archer-ranger) and saw some glaring problems. The charts did not track well. So job one was to rewrite the XP charts. Then I started editing details. The first rewrite is on Bob's site. Below you will find a subsequent massage of the material. I'd like to thank Bob and Bryan (Fazekas) for their comments and encouragement.

If you are now playing a Archer or Archer-Ranger you may wish to incorporate some or all of these changes or leave things alone. The DM and player character should work that out.

Introduction

This rewrite is predicated on the simple analysis of the subclass system. The archer is a sub-class of the fighter. The archer-ranger (or perhaps better called ranger-archer) is a subclass of ranger who is a subclass of the fighter. The rewrite will deal the archer first and then the archer-ranger. The first writing comingled the two throughout the article and sometimes made reading it difficult. Mea Culpa. I have decided to more closely parallel the ranger in this rewrite especially when it comes to level spell casting abilities. If you are already playing an archer or an archer-ranger you can adopt the new or changed parts of this article, pick a few changes to adopt or ignore the whole thing and continue as you are. It's up to you and/or the DM whichever of those two roles you find yourself in.

The major change is in the Experience Chart for the two archer types. Before they used the same chart and now they are split. I also changed the archer at higher levels where he or she can now cast cleric spells if Good or Evil and druidical spells if he or she is Neutral relative to Good or Evil. There are other minor changes and embellishments in the text.



The Archer

The chief ability of the archer and archer-ranger is the ability to fire with great accuracy especially at close range. Archers have been practicing their skill from an early age (perhaps as young as 9 or 10) likely for five years or more of almost daily practice before becoming level one. No fighter or ranger can become an archer or an archer-ranger once he or she declares his class at first level.

One possible option to accomplish ongoing practice is to fire at least 18 arrows four times a week with "Bull's Eye Accuracy"*, e.g., nine or more Bull's Eyes out of 18 at a range of 40 feet. If this practice is not maintained then the bonuses to hit can diminish after 2 to 5 weeks. Of course arrows fired in melee most certainly count as practice. The DM can create other ways that the skill level of the archer or archer-ranger can be maintained.

The principal characteristics of an archer are strength and dexterity. Archers with a strength and dexterity score of 16 or higher gain a 10% bonus to earned experience. The minimum statistics for an archer are:

- Str: 15, Int: 6, Wis: 12, Dex; 15, Con; 9 [wisdom requirement is new]
- Archer spells will now come only from the cleric and druid subclass.
- The archer cannot cast magic user spells.

Archers can be human, elf, half-elf, or half-orc, as well as some other humanoid races. Humanoids are limited in level as an archer as follows: Orcs can become 3rd-level archers, gnolls can become 5th-level archers, hobgoblins can become 4th-level archers. Kobolds, goblins, dwarves, gnomes and halflings cannot become archers.

Archers use two eight sided dice for their hit points at level one and then an additional eight sided die thereafter up to 9th level. (see Rolling A Character's First Hit Die). All archers add 2 hit points per level after the 9th level.

All archers may use a wide selection of armor, but the use of plate armor will negate an archer's "to hit" bonuses and thus he/she will surely decline to use this type of armor. A shield can be carried, but obviously it must be set aside when arrows are fired.

Archers have a great selection of weapons available, but this selection is not as broad as that of a fighter. They may use, in addition to their long/composite/great bow, the following weapons: swords of any type including scimitars, daggers, axes of any type, a spears or javelins or darts. Archers rarely use blunt weapons like a mace, hammer or flail but they are not prohibited. Archers do not use pole arms except for the throwing spear. It is very rare for an archer to use a short bow, any type of crossbow, or sling – especially as they gain no bonuses to hit or damage from these missile weapons.

Archers have the same saving throws as fighters. They melee on the fighter table. All archers begin with only three weapons, a bow and almost always some type of sword and often a throwable weapon like a dagger, hand ax or spear; of course proficiency is required. Thereafter they may add one weapon every 3rd level, just as other fighting classes do. However, their non-proficiency penalty is -3, except for missile weapons which are at -2. All archers can make only one hand-to-hand melee attack per round through the 8th level. At the 9th level through 15th levels, they can strike three times in two rounds. They gain two attacks per round only at 16th level and higher. At 7th level and above all archers can fire three arrows per round instead of just two with a long bow, great bow or composite bow.

All can employ those magical items usable by all classes. A magic bow and/or a magic arrow operates at +1 to-hit in their hands, over and above any magical bonus to hit and/or damage it may already have. At 9th level, an can establish a "freehold" just as a Fighter can (see *AD&D Players Handbook*, page 22).

The archer, as written over 30 years ago, could cast specific magic user spells. As I thought about that I decided that MU spells do not make sense for the archer. However, what would make sense, since the archer can be of any alignment, is an array of clerical spells or the neutral archers druidical spells.

Aside: there are no real spells listed for Neutral Lawful and Neutral Chaotic clerics, an oversight which may or may not have been corrected in articles from other authors. If no one has written up Neutral Lawful or Neutral Chaotic clergy – or at least if I can't find it – I may take that topic up in &Magazine or Gygax Magazine in the near future. I have to research first.

Once clerical spells can be cast it should be noted that good or evil archers gain no powers over the undead.

These are limited to 1st and 2nd level spells but have the advantage of being gained by prayer. At 15th level 3rd

Archer Cleric/Druid Spells by Level Table

Level	1st	2nd	3rd
7	1	-	-
8	2	-	-
9	3	-	-
10	4	-	-
11	4	1	-
12	5	1	-
13	6	1	-
14	6	2	-
15	6	2	1
16	6	3	1
17+	6	3	2

level spells can also be memorized. The archer is not guaranteed this ability but can seek a cleric when the archer becomes 7th level to teach him some first level spells. The reverse of the spell might be taught based on the alignment of the archer and the cleric (who must worship the same deity).

Archers can gain a wisdom capacity bonus just like a cleric if their Wisdom is 13 or higher. Praying requires a Holy Symbol and four hours of rest prior to praying 15 minutes for first level spells and 30 minutes for a second level spell and 45 minutes for a third level spell just as a cleric does.

The list of clerical spells allowed has no real limit but the cleric teacher may not know every spell nor he may not know the reverse of some spells. For example he may know *Cure Light Wounds* but not *Cause Light Wounds*.

The table **Archer To-Hit/Damage Bonus** lists the bonuses the archer gets, by level for various ranges.

The terms *Close*, *Target*, *Intermediate,* and *Extreme* range are explained later in this article. These refer to optional expansions of the possible ranges allowed to anyone shooting a missile or throwing a weapon. Those optional ranges would have to hit adjustment of -1, -3 and -4 in addition to -2 and -5.

At 3rd level any archer can make arrows for his/her bow, assuming the proper raw materials are obtained. He/she can craft a dozen arrows in an 8-hour day. At 5th level any archer can make a long/composite/great bow. This process takes 1d8+6 days and also assumes proper materials are at hand. A crude bow that is -2 to hit and from which the archer gains no bonuses whatsoever can be crafted by an archer in less than an hour.

Archer To-Hit/Damage Bonus Table

Level	Point-blank		Short (Close or Target)		Medium (Intermediate)		Long (Extreme>	
	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
1	+1	-	-	-	-	-	-	-
2	+1	+1	+1	-	-	-	-	-
3	+2	+1	+1	+1	-	-	-	-
4	+2	+2	+1	+1	+1	-	-	-
5	+3	+2	+2	+1	+1	+1	-	-
6	+3	+3	+2	+2	+1	+1	+1	-
7	+4	+3	+3	+2	+2	+1	+1	-
8	+4	+4	+3	+3	+2	+2	+1	+1
9	+5	+4	+4	+3	+3	+2	+2	+1
10	+5	+5	+4	+4	+3	+3	+2	+2
11	+6	+5	+5	+4	+4	+3	+2	+2
12	+6	+5	+5	+4	+4	+3	+3	+2
13	+7	+6	+6	+5	+4	+4	+3	+2
14+	+7	+7	+6	+6	+5	+5	+3	+3

Note: The bonuses to hit/damage given above do not include the -2 and -5 adjustments to armor class which must always be applied at medium and long range, respectively. This table applies to archer-rangers as well.

Archer Missile Range Table

Strength	Point blank	Short	Medium	Long Comp. bow	Long bow	Great bow
15 16 17 18	10-50 feet	51-210	211-420	421-630 421-630 421-640 421-640	421-630 421-640 421-650 421-660	421-630 421-630 421-640 421-650
Up to 18/50 18/74				421-650	421-670	421-660
18/75 18/89				421-650	421-680	421-660
18/90 18/98				421-660	421-690	421-660
18/99 18/00				421-660 421-670	421-700 421-720	421-660 421-660

Archer Experience Table

Experience Points	Experience Level	Accumulated 8 sided dice	Level Title
0 - 2,300	1	2	Bowman (Bow Woman)
2,301 - 4,600	2	3	Master Bowman
4,601 - 9,000	3	4	Fletcher
9,001 - 20,000	4	5	Master Fletcher
20,001 - 38,000	5	6	Bowyer
38,001 - 73,500	6	7	Master Bowyer
73,500 - 140,000	7	8	Sharpshooter
140,001 - 265,000	8	9	Arrowsmyth
265,001 - 520,000	9	10	Archer
520,001 - 790,000	10	10+2	Archer Esquire
790,001 - 1,050,000	11	10+4	Archer Knight
1,050,001 - 1,300,000	12	10+6	Archer Lord
1,300,001 - 1,600,000	13	10+8	Archer Master
1,600,001 - 1,900,000	14	10+10	Archer Grandmaster

Each level beyond 14th requires 300,000 additional experience points. All higher levels are Archer Grandmaster. Archers gain 2 hit points per level after the 9th.

An archer's major skill is an enhanced ability to hit and damage a target with a bow and arrow. This bonus applies only if an archer is not wearing plate armor, as previously noted. He/she must be using a well-made bow and well-crafted arrows. The bonus applies to any target of human size, and may be further modified upward or downward depending on the target size and relative motion of archer and target (see preceding discussion). The bonuses to hit and to damage must be awarded at each level promotion of the archer. Remember also that a **Bow +1** is +2 in the hands of an archer, over and above any bonus given here! The same "extra +1" is true of magical arrows. Archers use the range of "point blank" in addition to the short medium/long ranges for most missiles. For an archer, point-blank range is from 10 to 50 feet. Other ranges remain the same. (Hereafter are given range changes for exceptionally strong characters, which may be used for archers at the DM's option.)

No matter how well an archer is capable of shooting, a roll of 1 on the "to hit" die is always a miss. (Normal missile-firing troops always miss on a 1 or 2.) As an example of how to use the above chart, a 7th-level archer with a **Bow +1** firing a **Arrow +2** at point-blank range would have this bonus to hit and damage: +1 for the bow and +1 more because an archer is firing it; + 2 for the arrow and +1 more because an archer is firing it; +4 to hit due to skill and +3 to damage due to skill at point-blank range for an overall bonus of +9 to hit and +8 to damage!

All archers, and optionally any trained figure with a long/composite/great bow, can also do extra damage and gain greater accuracy through use of physical strength. This can only be accomplished via the use of specially made bows and arrows with a greater "pull." Normal bows and arrows cannot be used, nor can any short bows or any type of crossbow. Such a bow must be crafted by an archer, an archer-ranger, or an elf bowyer who is at least 6th level as an archer, archer-ranger or fighter. Proper "long arrows" must be crafted by an archer, an archer-ranger or an elf fletcher of at least 4th level. Ordinary fletchers can only make normal arrows.

Strength applies to point-blank range and short range only! Full strength bonuses as given in the *Players Handbook* win apply to hit and +6 to damage is the maximum bonus allowed due to strength. **Girdles of Strength** will NOT provide a further bonus for this purpose. At short range the bonus to hit and damage due to strength is halved (fractions are dropped). This bonus for strength is in addition to an archer's bonus for great skill.

Strength of an archer or archer-ranger may also allow for an expansion of the long-range end of a bow's potential. Only specially made bows will give greater range. Only the top end of the long range category is expanded; Medium-range distance stays as given in the *Players Handbook*. Given below are ranges for each type of bow allowed to an archer, archer-ranger or strong fighter, according to the strength of the character. Remember, the bow and arrows must be special.

Only archers and archer-rangers who reach 8th level or above can craft arrows that can be magicked to become **Arrows of Slaying**. The magic must be accomplished by a magic-user with the following spells: *Enchant an Item, Wish* and *Trap the Soul.* Fresh blood from the figure type to be slain must be available. Thus, it is impossible to craft an arrow for use versus a unique character like

Bahamut, Tiamat, any deity, etc. Undead and creatures without blood cannot be slain. The number of hit dice that can be slain by an **Arrow of Slaying** could be:

Archer Arrow of Slaying Table

Archer Level	HD
9 or lower	5HD or less
10 to 12	6HD
13	7HD
14	8HD
15+	9HD

Archer levels by experience point value is listed in the **Archer Experience table**.

Archers must be trained for their archery skills by a higher ranking archer and/or archer-ranger. Weapon proficiencies can be taught by any fighter class. If a new bonus to hit or damage is due after a promotion but the teacher is not another archer than that bonus is not gained until an appropriate level archer does the instruction.

Optional Missile Range Classifications

It is possible to upgrade the number of range classes for all archers, and for archer and archer-rangers in particular. Those possible adjustments might be as indicated in the **Long Bow Example**.

The DM can add short bows, composite bows and crossbows to this list. Recall that archers do not gain bonuses with short bows and crossbows. (However, it is your game and if you want to include those weapons you want.)

This would change the range schedule for all who can fire a bow or a crossbow. It theory multiple range categories could also be applied to thrown weapons like hand axes, daggers, spears or javelins

By the way, Errol Flynn's "*Robin Hood"* was an Archer Grandmaster and *not a* thief of any type. Consider Flynn's statistics as follows: S 16, I 17, W 15, D 18, C 18, Ch 17, 14th-level Archer Grandmaster, **Leather Armor +2** for AC: 6/2, HP: 110, **Long Sword +2**, **Long Bow +3**.

The Archer-Ranger

(or Ranger-Archer if you prefer)

Archer-Rangers whose strength and dexterity are both 16 or better gain 10% to earned experience. Their minimum characteristic scores are:

Str 15, Int 13, Wis 14, Dex 15, Con 14, Cha 6

While archers may be of any alignment, archer-rangers must be Good. Archer-rangers can be human, half-elf or elf. Archer-rangers use an 8-sided die for hit point determination. At first level, two 8-sided dice are thrown, just as the Ranger class does. All archers add 2 hit points per level after the 9th level.

Archer-Rangers use the same types of armor as the archer given heretofore. Most abilities that are allowed to a ranger are given to archer-rangers as well. Archer-Rangers have the same saving throws as fighters, and melee on the fighter table. All archer-rangers begin with

Archer-Ranger Experience Table

Experience Points	Experience Level	Accumulated 8 sided dice	Level Title
0-2,500	1	2	Bowman (Bowwoman)
2,501-5,000	2	3	Master Bowman
5,001-11,000	3	4	Fletcher
11,001-22,000	4	5	Master Fletcher
22,001-42,500	5	6	Bowyer
42,501-92,500	6	7	Master Bowyer
92,501-162,500	7	8	Sharpshooter
162,501-240,000	8	9	ArroDemowsmyth
240,001-350,000	9	10	Archer
350,001-700,000	10	10+2	Archer Esquire
700,001-1,075,000	11	10+4	Archer Knight
1,075,001-1,400,000	12	10+6	Archerlord
1,400,001-1,750,000	13	10+8	Archer Master
1,750,001-2,100,000	14	10+10	Archer Grandmaster

Each level beyond 14th requires 350,000 additional experience points. All higher levels are Archer Grandmaster. Archers gain 2 hit points per level after the 9th.

Example: the Long Bow

Point Blank	Close	Target	Medium	Intermed.	Long	Extreme
10-50*	51-210	211-310	311-420	421-490	491-540	541-630
Archer Adj:	no adjust	-1	-2	-3	-4	-5

only three weapons, a bow and almost always some type of sword plus many select a throwable weapon like a dagger, hand ax, spear or javelin. Thereafter they may add one weapon every 3rd level, just as other fighting classes do. However, their non-proficiency penalty is -3, -2 with any missile weapon. All archers-rangers can make only one hand-to-hand melee attack per round through the 8th level. At the 9th level through 15th levels, they can strike three times in two rounds. They gain two attacks per round only at 16th level and higher.

At 7th level and above all archers can, fire three arrows per round instead of just two. All archers can employ those magical items usable by all classes plus many other items as well. A magic bow and/or a magic arrow operates at +1 in an archer's hands, over and above any magical bonus to hit and/or damage it may already have.

In melee, archer-rangers gain +1 to damage vs. the "giant class" just as rangers do. Archer-rangers are as stealthy as a ranger, tracks as a ranger does, and attracts a body of 2d12 followers as a ranger does.

Archer-rangers gain druidic spells and magic-user spells outlined hereafter. Druidic spells are gained at the 7th level and is similar to the chart given for rangers. Archer-rangers can also learn druid spells as follows:

There is no limit to what spells the druid may teach the archer-ranger. Note: it would not be incorrect to use same number of spells per level given for the Ranger subclass as opposed to the suggestions given here. They are quite similar.



Note that at 14th level archer-rangers gain the ability to *Polymorph Self* as a 7th level druid.

Archer-rangers begin learning MU spells at 8th level. Their spell capacity is as follows:

The magic user spells would be cast at the archer-ranger's level minus 7. So a 13th level archer-ranger would throw spells as a 6th level magic user with regard to range, area of effect etc.

Druid Spell Capacity

Level	1st	2nd	3rd
7 or 8	2	-	-
9 or 10	2	1	-
11 or 12	3	2	1
13	3	3	2
14	3	3	2
15	3	3	3
16	4	4	3
17+	5	5	3

Magic User Spell Capacity

Level	1st	2nd	3rd
8	1	-	-
9, 10	2	-	-
11, 12	2	2	-
13	3	2	-
14	4	2	-
15	5	2	-
16	5	3	-
17 +	5	3	1

There is no limit on what spells the magic user can teach the archer-ranger but the magic user must be of a compatible alignment with the archer-ranger, e.g., the MU must be good. Failure to learn a spell is permanent and that spell cannot be attempted at a later time.

Once an archer-ranger gains druidic and magic user spells he may be allowed additional magic items usable by a druid or a magic user. The DM will generally keep those additions to minor items since the archer-ranger's training is not extensive. There is a period of time where the archer-ranger must learn to read from a magic user's book (six to twelve months would be reasonable) and also a period to time spent with a druid to learn his first spells. The archer-ranger does not gain all druidic powers and abilities, but such things as detecting potable water might be allowed.

Archer-rangers do not gain any special advantage from non-written magic items pertaining to clairaudience, clairvoyance, ESP, and telepathy, such as a ranger can. (The DM can allow the archer-ranger those advantages of course.)

Archer-rangers cannot build such a freehold (*Players Handbook*, page 25). Archer-ranger levels by experience point value is listed in the Archer-Ranger Experience table.

It is not uncommon for archer-rangers to have a double title, like Fletcher-Scout or Ranger-Archer. Note that the Ranger-class title is given first. Any individual might only state part of his/her title. Note that the experience points necessary for each level are the different for the archer and for the archer-ranger. (In my original article they were the same.)

Archer-rangers must be trained for their archery skills by a higher ranking archer and/or archer-ranger. Ranger skills can be taught by another ranger. Weapon proficiencies can be taught by any fighter class. If a new bonus to hit or damage is due after a promotion but the teacher is not another archer than that bonus is not gained until an appropriate level archer does the instruction.

Addendum

Rolling a Character's First Hit Die

I like the rule that first die cast for hit points be guaranteed 1/2 of the die size rounded up. In this case 1+8 = 9 / 2 = 4.5 rounded up to 5 as the lowest number of hit points for that die. Otherwise you could roll two ones and have only two hit points [assuming that there is no constitution bonus]. A two hit point fighter would be rather discouraging to play. If you play that rule it should, in theory, apply to *classed* individuals of all types, henchmen, shop owners, the blacksmith etc. Assuming that he or she is a class or a subclass.

Strength and Hurled Missiles

A bonus to hit and/or to damage due to a character's Strength can be taken into account when that character or creature hurls a missile. Such missiles are throwing daggers, throwing axes, spears, hammers, and javelins (not darts). To gain a Strength bonus the figure must be proficient with the weapon.

However, magic-users never gain a strength bonus to hit or to damage from a thrown dagger (aside: magic-users must learn to throw a dagger. First- to 5th level magic users are -5 to hit with a dagger, whether they like it or not, whenever they try to throw it.).

A thief can gain a strength bonus with a thrown dagger but never if he/she is trying for a "back stab" bonus.

The full bonus to hit and to damage is awarded for targets within15 feet of the thrower. For the balance of the short-range distance, 16 to 30 feet (16 to 60 feet for a javelin) half the bonus is awarded. Halved bonuses are rounded down.

Giants gain their full strength bonus to damage whenever the target is within 20 feet (See other notes on strength In *Leomund's Tiny Hut, Dragon #43.*)

* Bull's Eye Accuracy Table

This table is used in common competition throughout the Flanness. Note: the DM can change the size of the target and the distance to it. Be sure to adjust the table below for those innovations.

The target is 6 feet in diameter and is composed of 3 three concentric rings and a 3 inch black central ring, and 18 arrows are fired at 40 feet.

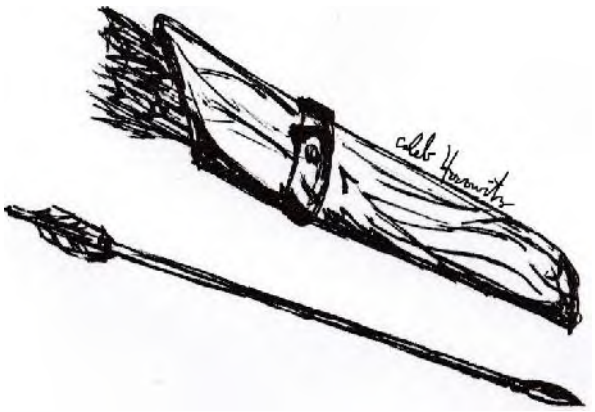
The numbers below reflect ANY ordinary proficient archer using a bow. archer and archer-rangers add their bonuses to these rolls

Bull's Eye Accuracy Table

Level	Miss target	Outer ring	Middle ring	Center Ring	Central Ring
1 or 2	1	2 to 5	6 to 8	9 to 19	20
3 or 4	1	2 to 4	5 to 7	8 to 19	20
5 or 6	1	2 or 3	4 to 7	9 to 19	20
7	-	1 or 2	3 to 7	8 to 18	19 or 20
8	-	1 or 2	3 to 6	7 to 18	19 or 20
9	-	1	2 to 6	7 to 18	19 or 20
10	-	-	1 to 5	6 to 18	19 or 20
11	-	-	1 to 4	5 to 18	19 or 20
12	-	-	1 to 3	4 to 17	18 to 20
13	-	-	1 or 2	3 to 17	18 to 20
14	-	-	1	2 to 16	17 to 20

Archers on a Mount

Firing from a trained immobile horse is at a penalty of -2 for every table given herein, as the archer is not feet on the ground and any mount just might move a smidgen while firing. If the horse is walking on even terrain the penalty is -3. Uneven terrain makes the penalty -4. If the horse is moving at a trot the penalty goes to -5. A galloping horse is not an ideal platform for missile fire and the penalty becomes -7. Note: These are *suggested* subtractions. I do not profess to be an equestrian and I've never fired *anything* while riding a horse.



It should be noted that some archers (like the American Indian) could fire from their steed using the knees to control the animal's movements. That sort of training is possible from a higher level archer who has horseback proficiency. If that proficiency is allowed then add 2 to all of the suggested penalties given in the prior paragraph, i.e. the penalty becomes lower.

We have all seen drawings of bowmen (bow women) firing from the backs of centaurs, dragons and many other creatures that run, fly or swim. If the DM wants to go down that path so be it. But the beast has to be cooperative and trained to allow such activity. Use the suggested penalties as a guide to the accuracy of such fire.

New Cleric Spell

Aim

Level:	Cleric 2
Range:	self
Duration:	1 round/level (special, see below)
Area of Effect:	one target per throw or per shot
Component(s):	V, S, M
Casting time:	2 segments
Saving Throw:	N/A

An *Aim* spell allows the cleric (or archer) using a weapon that he/she is proficient at throwing (firing) to gain an extra 30 feet to the weapon's range and a +1 to the accuracy of the throw/shot. Clerics can throw hammers for example. Archers could apply this spell to their bow or a number of throwable weapons like a hand ax, dagger, spear etc.

The material component is the weapon. The somatic component is the firing of the bow or throwing of the weapon. The verbal component is a single word stated aloud by the cleric/archer. ("hit", "fly" etc. are common words used to evoke the magic of the memorized spell.

A number of arrows or thrown weapons can be fired/thrown during the spell's duration.

The cleric or archer can bestow this spell on a willing companion or ally who is proficient with a fired or thrown weapon. Thus crossbows and slings could be added to the list of weapons. The class and alignment of the person on whom the spell is bestowed is immaterial.

Note: The spell duration when cast by an archer-ranger is different:

Level	Duration
11	2 rounds
12	3 rounds
13	4 rounds
14th	5 rounds

Potion of Ultra-Healing

The effects of this potion resemble that of a **Potion of Healing**, but it does far more. It duplicates the effect of the 6th level cleric spell *Heal* -- in addition to restoring lost hit points, it cures and wipes away all diseases (both physical and mental), blindness, and *feeblemind*. Most mortal creatures will benefit from this potion, including humans, demi-humans, goblinoids, animals, giant animals, and most fantastic creatures native to the Prime Material Plane. Creatures with native magic resistance may achieve no benefit. Note that the flask contains one dose that must be consumed by a single creature within 1 round, else the potion is wasted and no benefit is found. The colloquial name for this potion is "gatorade", which legend says comes from an alternate PMP.

GP value 2,500; XP value 600 *by Bryan Fazekas*

A Deeper Look At Saving Throws

by John Fredericks

based on a discussion on OSRGaming.org

The concept of saving throws in the older editions of D&D can raise a lot of questions, even among veteran gamers. They include:

- Why are they there in the first place?
- Why not just use ability checks?
- What do they really represent?
- Can they be used for things other than that indicated by the name of the saving throw?

This article will attempt to answer those questions, providing one view of saving throws. Hopefully you will find it useful for your own gaming. The information is a result of a very fruitful discussion on osrgaming.org. It is compiled from the ideas of numerous posters. You can read the original thread at:

http://osrgaming.org/forums/viewtopic.php?f=14&t=1191

Note: *OSRgaming requires membership to view most forums.*

Saving throws are in the game for both the player's benefit and the dungeon master's. As discussed in the first edition *Dungeon Masters Guide*, they provide a chance for players to avoid some or all of the damage from magical and breath attacks. Obviously, this benefits the player because it can help keep a character alive. However, it also benefits the DM and the general flow of play. For example, a player could respond to a magical attack by simply saying "I didn't look in the basilisk's eyes" or "I dodged that spell easily." That produces a situation that is almost impossible to adjudicate and can produce arguments. It can become like a playground argument: "you didn't get me!" Saving throws provide a mechanic to give players the chance to survive and DM's a better way to resolve magical and other special attacks.

So why not just use an ability check to resolve these situations? Saving throws are particular to each class, and increase with the characters level. Also some races (dwarves, gnomes, etc.) even get special bonuses to some saving throws. While this seems to add complication to the game, it really helps better model the adventuring life. Gaining levels indicates that a character has done a lot of adventuring. It makes sense that these experiences should help them get better at avoiding certain types of damage. The differences for race and class provide even more specialization for a character. For example, dwarves have very good saving throws, representing their resistance to magic. Also, magic users are better at avoiding spell effects than fighters. Ability scores do not generally increase with level and don't provide the same degree of specialization.

Let's now look at what saving throws really represent. They don't represent a character just standing there and taking it, rather, they are like hit points. As a character advances, they don't necessarily get physically hardier. The increase in hit points represents their combat experience that helps them avoid the major effects of blows, turning what might be a killing blow for a first level character into a scratch for a sixth level character.

We can apply similar thinking to saving throws. For example, as a character increases in level, they don't get more "immune" to a medusa stare. However, they are



more experienced and know how to look away just in the nick of time. Dragon breath does not bounce off their chests, but their experience helps them see the dragon is getting ready to breathe. That way they can get out of the way in time. The same holds true for magic wand attacks. A less experienced adventurer may not see the warning signs. They are not more resistant to poison, but have just seen too many green gas clouds. They know how to hold their breath quickly when that happens again. This keeps the characters out of the non-super-heroic range, representing them as regular people who have learned more magic, better swordplay, or even the slight taste of a poison liquid.

While saving throws can be used for only the specific attacks mentioned in their names, they can be extended to cover a variety of situations. This really helps a DM to judge many situations in the game. Let's look at the saving throws and some possible extensions of their use:

- **Paralyzation, Poison or Death Magic** – resistance of something that is "life sapping." It can also be used to avoid falling into a pit trap. The character is not paralyzed in that moment and can jump back time.
- **Rod, Staff, or Wand** – dodging a beam or other narrow attack. It may also be used to avoid dart traps, though not darts fired by opponents who are aiming at you.
- **Spell** – usually the "catch all" for magic but particularly enchantments, mind control, etc.
- **Breath Weapon** – dodging a blast or area attack. This may also work for a flaming oil attack.
- **Petrification, Polymorph** – resistance of a big shock.

Sometimes there may be some doubt as to which saving throw to use. In those situations, the older editions recommended going in order down the list. So if you are hit by a want of petrification, you would use the wand saving throw because it comes first in the list.

Hopefully this article provided some insight into the concept of old-school saving throws. While you may not agree with every single point, perhaps it can at least provide some food for thought.

Folding Tent

This well-made, four person, tent is completely water-proof and wind-proof. The tent anchors itself to the ground when set-up, ensuring that it will not be blown away by strong winds.

The material is thick, heavy canvass (and magically toughened, receiving a +4 bonus to any item saving throws). The **Folding Tent** does not keep its occupants magically warm or cool however, it merely has the properties of an extremely well made tent.

The **Folding Tent** does have two magical properties that make it very valuable for travelers. First the tent will set up or tear down magically upon the utterance of a command word. This allows the tent to be set up or taken down in one round.

Second, the tent can be folded in on itself over and over, ultimately being packed into a small bundle 12" tall x 6" wide x 3" thick (weighing only 1 lb), a bundle easily placed in a backpack or saddle bag.

GP value 25,000; XP value 5,000

by Andrew Hamilton

Elemental Haiku

Dancing hot, wild, strong.
Consuming air, baking earth,
Evaporating water.

The strongest of all,
Separating fire and water
Unmovable barrier.

Fluid, cool, quenching,
Time makes it most powerful,
You can't stop the flow.

Dynamic, open, free.
Fastest and lightest of all,
Hear it whisper, sigh, and roar.

It slows everything.
Fire dies, earth hardens, air stills,
Water turns to earth.

by Nicole Massey

Doom AD&D

by Nicole Massey

Early Sci-Fi Horror – ported to AD&D

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Smith looked around. This place was strange, with walls of metal, odd smells, and strange sounds. His analytical mind listened, but he couldn't even begin to find a reason for the low hum coming from all around and the high whisper of air coming from somewhere. As he stepped forward he fought a jump – something was blowing cool air on him. He looked at Score, who seemed just as uncertain, and then at Jod. The brawny warrior, still adjusting to his new plate mail, looked more confident, but then again Jod was confident in far more uncertain circumstances.

Behind him Tom said, "Kara, where did you take us?"

Smith didn't look around, he just listened as Kara said, "I was planning on getting us to Krensor, but something went wrong. But I don't see or smell any trolls, so we're better off than we were." A strangled roar, about half a wheezing grunt, echoed through the corridor in front, coming from the left. Smith's danger sense made the hairs on the back of his neck stand up as Tom said, "You sure about that, Kara? I'm not…"

* * *

There are many Prime Material Planes, and this means that just about anything can show up when one is plane hopping. Oz, Narnia, or even the Hundred Acre Wood are possible to reach with the correct spells and divination questions. And for players of video games those realms are also a possibility.

One of the most popular video games ever is the Doom franchise, which was released for the first time just shy of 20 years ago and still remains popular. (*It was released on December 10, 1993, just in time to provide a respite from holiday mayhem.*) In the spirit of the TSR module *Expedition to the Barrier Peaks* this article provides a bit of change for players and some truly dangerous foes. And by the time the players have a chance for their characters to get enough proficiency with the weapons the creatures or the players will be dead, and ammunition will be also a limiting factor regarding long term game imbalance. (No one wants players to have access to a BFG9000 for long in a normal AD&D setting)

Doom has four defining areas of difference between its setting and AD&D – weapons, items, monsters, and the actual setting, as defined by the environment and maps. So without further preamble, here are the specifics for the items and creatures, along with some suggestions on how to implement them.

Weapons

This is where most players of the game want to start, so it's a great place to outline the different nasty weapons usable against the denizens of an alternate hell. And since some of the monsters use these as their weapon of choice, it's better to get them done first. Remember to apply the non-proficiency penalty to any character who uses any of these, and since there's no place to get training in this setting from their guild, characters won't have a chance to get good with them. Also remember to track ammo, as it's a major factor in the Doom plane.

Chainsaw

This is one of the most dangerous tools ever created by mankind, a powerful motor (in this case powered by a tiny reactor) that moves a chain with links made of sharp teeth wrapped around an elongated oval blade. A successful hit allows the wielder to continue cutting with the weapon unless the target makes a successful save vs. paralyzation, in which case rolling under the wielder's dexterity will negate the save and continue the damage. This weapon takes one melee round to start. Note also that until an attack connects this weapon is limited to one attack per round.

Pistol

This projectile weapon is a six cylinder revolver firing 9mm bullets. It uses the same ammunition as the machine gun and chain gun, but the belt of bullets is designed to break off in six shell groups which fold into the pistol's revolver unit quickly to minimize reloading time.

Table 1A: Doom Weapon Basic Statistics Table

Item	Encumb	Damage (S/M)	Damage (L)	Length	Width
Chainsaw	200	1d6	1d6	2'-3.5'	8"-14"
Pistol	30	1d4	1d4	4"-6"	1.5"-2.5"
Machine Gun	80	1d8	1d8	1.5'-2'	4"-6"
Single Barrel Shotgun	60	1d8	1d8	2.5'-3'	2.5"-4"
Double Barrel Shotgun	70	2d8	2d8	2.5'-3'	3.5"-5"
Chain Gun	150	2d4	3d4	3'-4.5'	7"-10"
Rocket Launcher	100	4d6	4d6	3.5'-4.5'	5"-6"
Plasma Gun	125	3d6	3d6	3.5'	5"
Plasma Cannon	200	6d6	6d6	4'	14"
BFG9000	300	10d4	10d4	4'	17"

Table 1B: Doom Weapons vs. Armor Type

Weapon	Speed	0	1	2	3	4	5	6	7	8	9	10
Chainsaw	8/0	-1	-1	-1	-1	-1	0	0	1	2	3	4
Pistol	3	-2	-2	-2	-2	-1	-1	0	0	0	1	2
Machine Gun	3/0	-2	-2	-2	-2	-1	-1	0	0	0	1	2
Sgl Barrel Shotgun	4	-3	-3	-3	-3	-2	-2	-1	-1	0	1	2
Dbl Barrel Shotgun	5	-3	-3	-3	-3	-2	-2	-1	-1	0	1	2
Chain Gun	5/0	-2	-2	-2	-2	-1	-1	0	0	0	1	2
Rocket Launcher	4	0	0	0	0	0	0	0	0	0	0	0
Plasma Gun	6/0	3	3	2	1	1	1	0	0	0	0	0
Plasma Cannon	8	3	3	2	1	1	1	0	0	0	0	0
BFG9000	9	4	4	2	1	1	1	0	0	0	0	0

Table 1C: Doom Weapons Missile Statistics

Item	Rate of Fire	Range (S)	Range (M)	Range (L)	THAC0/ To Hit Mod
Chainsaw	10	.5'	2'	5'	special
Pistol	3	1'-450'	451'-900'	901'-1800'	0
Machine Gun	5	1'-450'	451'-900'	901'-1800'	special
Single Barrel Shotgun	3	2'-60'	61'-120'	121'-200'	0
Double Barrel Shotgun	3	2'-60'	61'-120'	121'-200'	0
Chain Gun	10	1'-450'	451'-900'	901'-1800'	special
Rocket Launcher	2	11'-120'	121'-250'	251'-370'	0
Plasma Gun	10	4'-180'	181'-360'	361'-900'	special
Plasma Cannon	2	5'-150'	151'-300'	301'-350'	0
BFG9000	1	5'-150'	151'-300'	301'-400'	0

For clarifications see the weapon descriptions below.

Machine Gun

This is a fully automatic projectile weapon firing 9mm bullets. For real world equivalents use an H&K MP40. A successful hit allows the wielder to continue hitting with the weapon unless the target makes a successful save vs. paralyzation, in which case rolling under the wielder's dexterity will negate the save. (This weapon is actually from Wolfenstein 3d, but it seemed a shame to exclude it) The machine gun has a 60 round magazine.

Single Barrel Shotgun

This weapon is a 12 gauge pump action shotgun with a single barrel. It's brutal, unrefined, and deadly – what's not to love about it?

Double Barrel Shotgun

This 12 gauge shotgun has two barrels and a pivoting breach so that both barrels can be filled by hand action. Though it's a slower load time, it's got twice the firepower of the pump shotgun

Chain Gun

This weapon is a hand held Gatling gun with six barrels that pivot on a central shaft and a machine gun belt feed. It fires 9mm bullets. A successful hit allows the wielder to continue hitting with the weapon unless the target makes a successful save vs. paralyzation, in which case rolling under the wielder's dexterity will negate the save.

Rocket Launcher

This weapon is little more than a tube and a firing pin that strikes the primer on the rocket inserted inside through the door in the back. Firing this weapon in close proximity to hard surfaces like walls or buildings will create a blowback on the wielder, resulting in damage and propulsion of the wielder back up to ten feet.

Plasma Gun

When energy is fed into the chamber of this weapon it ignites a plasma source creating a beam of powerful energy. A successful hit allows the wielder to continue hitting with the weapon unless the target makes a successful save vs. paralyzation, in which case rolling under the wielder's dexterity will negate the save.

Plasma Cannon

Similar to the plasma gun, this weapon shoots a large ball of phased plasma at a single target. (This weapon is the result of a popular crack of the Doom code)

BFG9000

This large weapon creates a field of energy in all targets within the range of the weapon, resulting in its terrible damage to all targets. An interface with the helmet and heads-up display in standard battle armor differentiates friends from foes and delivers the damage only to those arrayed against the wielder. No to hit roll is required. Power usage is extremely high, however, so repeated blasts will drain power reserves in short order. (And everyone knows BFG stands for Blast Field Gun, right?)

Ammunition

Ammo is used quickly in the Doom setting. There are four basic types of ammo – bullets, shotgun shells, rockets, and energy cells.

9mm bullets are secured in belts with segments at the six round mark. Popping the belt into a six round group and snapping the ends together will make speed loads for a pistol. Ten such six round groups fill a machine gun magazine, while the chain gun will feed the entire 600 round belt in one easy motion. Six shot groups encumber 2gp, with 25gp for clips and 200gp per belt.

Shotgun shells come in packages of six, sort of like a six-pack. They're loaded individually into the single barrel pump shotgun and in pairs to the double barrel shotgun. Six shells encumber 20gp.

Rockets come either singly or in crates of ten rockets. Each rocket is loaded separately into the launcher. Rockets encumber 25gp each, while the crate adds an additional 50gp weight.

There are two types of power cell for use in the plasma weapons and the BFG9000. The smaller one has enough charge for 100 points of damage, while the larger one has enough power for 250 points of damage. The smaller one has a 25gp encumbrance value, while the larger one has an 80gp encumbrance value.

Objects

These things range from helpful to have all the way to vital for survival. Most can be picked up and used at an

opportune time, but a few are used when touched – the automap, orbs and spheres.

Automap

This boxy interface contains full plans of any area that can be tracked with its sensors and monitors, providing a full map of an area. It works at any depth underground and is specifically designed to circumvent shields and energy fields, so it can provide an accurate map for use by the possessor. The map has a screen on it or can interface with heads up displays. Automaps encumber at a 35gp value, as they're not easy to stow or cart around, though they're designed for combat situations and are as such highly resistant to damage.

Back Pack

Perhaps the item with the longest term value to any character in this setting this is a standard military issue frame backpack with a heavy rip-stop nylon construction mounted on a titanium frame with shoulder and waist straps. The backpack has an 800gp capacity inside and two large pockets on the back with a large pocket on each side. There are twenty mounting points for tie-on items and space below the bag on the frame for a bedroll tightly rolled up, a 2-man tent, and a rolled up blanket or sleeping mat. The waist belt also has four D-rings for attaching things, and a mounting point at the top of the frame will hold a flashlight. The backpack is a light brown in color, and encumbers 10gp.

Barrel

Barrels in this setting are 55-gallon barrels full of a volatile radioactive ooze that explodes from significant impact. This can be from several pistol shots, a couple of shotgun blasts, or one hit from a rocket launcher, plasma weapon, or the BFG9000. Barrels will also set off other barrels close to it when it explodes, so domino-like results are possible. Magical attacks can also set it off if at least 10 points of damage are delivered to a barrel. A barrel explodes for 12d6 points of damage and has a blast radius of 20 feet. Barrels are too volatile to move without anti-gravity equipment or telekinesis, but a full barrel weighs over 600 pounds. (6000gp)

Berserk Kit

This black box with a cross on it holds ten doses of rage gas and a gas mask type affair to inhale the gas. Any creature who breathes this gas will, after one combat round, go berserk as if a member of the berserker class, but with additional benefits. Strength is raised by 4 points ignoring fighter extraordinary strength values, so the step from a strength of 18 to that of 19 is only one point. The berserk creature takes half damage from all attacks. Armor class drops 3 points as the creature ceases to dodge to avoid damage. And the creature will attack any creature he or she sees unless the creature makes a save vs. Wisdom at -4. The berserk state lasts for 3d4 combat rounds. The box has a 50gp encumbrance value.

Flaming Barrel

Flaming barrels are barrels where the top has been removed and the contents have been lit on fire. The removal of the lid means the ooze will burn instead of explode, so flaming barrels can interrupt domino style explosion chains of barrels

Heavy Armor

This suit of composite armor consists of body armor, vambraces and greaves, gloves, and a helmet with a heads up display. The armor reduces non-proficiency penalties by one point and conveys armor class -5. Magical devices and shields will not work while wearing this armor. When the armor takes 100 points of damage it becomes useless, as it's ablative in nature.

Invisibility Orb

A sphere of red with a blue center this orb dissipates on first touch and can be touched by only one person or creature. Upon contact the toucher becomes invisible as in an *Improved Invisibility* spell (q.v.) for 4d4 combat rounds. If two creatures touch the orb at the same time then both roll d% and the higher result gets the benefit of the orb. (re-roll any tied results)

Invulnerability Orb

This iridescent green orb disappears when touched and the character or creature touching it is immune to damage for 2d4 combat rounds. This item has no encumbrance. If two characters or creatures try to touch it at the same time then roll d% and the highest result gets the benefit of the orb.

Keys

Keys come in two styles, Technological keys that look like security cards (a thick credit card) with a security rating indicated by a bar in primary colors, and hell keys that look like flat amulets in the shape of a skull and again in primary colors. Each key opens only the secured

doors of the same color. Both types of keys have a 5gp encumbrance value.

Light Armor

This suit of composite armor consists of body armor, vambraces and greaves, gloves, and a helmet with a heads up display. The armor conveys armor class 2. Magical devices and shields will not work while wearing this armor. When the armor takes 50 points of damage it becomes useless, as it's ablative in nature.

Medical Kit

This white soft plastic box bears a red cross on all six sides and encumbers 50gp. It's carried with a strap over a shoulder. Inside the box are medical supplies and diagnostic equipment that can remove 10d8 hit points of damage for up to 10 creatures. (d8 per creature, multiples are possible) The restoration of hit points takes 2 combat rounds per die, so it'd take 20 rounds, or 2 full turns, to use all of the healing value of this medical kit. There is only one set of diagnostic equipment, however, so each person receiving healing must be cared for in turn.

Mega-Sphere

Like the Soul Sphere (see below) the Mega-Sphere heals all damage and adds an additional number of temporary hit points equal to those the character normally possesses which are lost before any normal hit points. The mega-sphere also doubles the effectiveness of light or heavy armor, resulting in an armor value of -6 for light armor and -10 for heavy armor. These armor effects last until the temporary hit points are exhausted, at which time the armor returns to its normal values. If two creatures try to touch a mega-sphere at the same time only one gets the benefit, as determined by a roll of d%, the highest roll taking the benefit. Mega-spheres, like the other spheres and orbs, dissipate upon touch, can be touched by only one creature, and have no encumbrance value.

Night Vision Goggles

This pair of goggles makes any non-magical darkness look like normal daylight for d4 turns per battery charge. Night vision goggles have a 15gp encumbrance value, while additional rechargeable batteries add 1gp p each. Batteries can be recharged from either size of power cell without depleting the charge in any measurable amount. Recharging takes 1 segment.

Radiation Suit

This white set of garments consists of boot covers, pant covers, glove covers, and a large tunic with a clear plastic face shield in front of the hood. All parts overlap any parts next to it and seal to prevent air and fluids from entering the suit. A radiation suit prevents any damage from radioactive ooze in open spaces, like canals, pools, and waterfalls, and adds an additional 25 points to the ablative protection granted by light or heavy armor suits. A radiation suit doesn't encumber when worn but has a 30gp value when packed or carried.

Stim Pack

The stim pack contains drugs and other useful chemicals that heal 1d8 of damage to a hurt creature. The stim pack consists of one epidural pen in a white folding pouch with a red cross on it that has a belt loop on it for placement on a belt so that the possessor can gain fast stimulation from it. The stim pack has a 9gp encumbrance value.

Soul Sphere

This blue sphere with a face in it that looks relaxed and calm in it is a wonderful boon to any who touches it. Like the other orbs and spheres it is dissipated when touched, and the creature touching it is healed to full hit points and gains an equal amount of temporary hit points which are lost before any physical damage. Once this equal measure of hit points is used up then the character takes damage normally. The Soul sphere also cures any disease or curses on the creature touching it. If two creatures touch it at the same time the creature rolling highest on D% gains the benefit. This item has no encumbrance value.

Monsters

Doom monsters are somewhat different from those you encounter in normal AD&D, as the creatures often have the same names as those from the Monster Manual, Fiend Folio, and Monster Manual II but with very different abilities and powers. All effort has been made here to keep these creatures' original game names, which should provide some nasty problems for those who memorized the monster books.

All of these creatures cause fear, which involves a save vs. petrification each time a particular monster is encountered until the character makes a save. Failing this save means the character runs until stopped by a wall,

door, or monster. Any character that is normally immune to fear gains a +4 on his or her save, but the nature of these creatures is so horrific that normal immunity to fear doesn't apply completely. Also note that since these are creatures from another plane of existence clerical attempts to turn undead will have no effect – these creatures have no fear of the deities on this plane, and the former humans are not powered by the negative material plane, they're powered by the force of will from the evil master of their particular hell. (Which in game terms is the severed head of John Romero, at least according to Doom II)

Also note that all of these creatures are chaotic evil except for the Nazis, and none of them care much for each other, so if one of them gets hit by "friendly fire" they will almost always turn and initiate combat with the monster that just hit them. This will result in a head to head one on one fight between the two monsters until either one of them is dead or some other combatant hits one of them, in which case that monster will turn and fight the new foe while the other one still lobs damage on the creature. This can turn into a strange fight as two monsters batter another one while the other one switches back and forth between its two assailants. Crafty characters will use this

Table 3a: Monster Statistics Table A

Name	Freq	# App.	AC	MV	HD	%in Lair	TT	ATT	DMG/AT
Former Human	Rare	1d8	7	6"	1-2	65%	see below	1	1d4
Former Sergeant	Very Rare	1d3	5	9"	1	75%	see below	3	1d4, 1d4, 1d4
Former Commando	Extremely Rare	1d2	3	9"	3	60%	see below	3	1d6, 1d6, 1d6
Imp	Rare	1d8	5	9"	2	35%	nil	2	1d8, 1d8
Demon	Very Rare	1d4	5	9"	5	10%	nil	1	2d6
Spectre (Inviso Demon)	Extremely Rare	1d2	5	9"	5	10%	nil	1	2d6
Cacodemon	Very Rare	1d3	3	9"	13	30%	nil	1	2d10/2d8
Revenant	Extremely Rare	1	2	15"	10	50%	nil	2 or 1	1d10, d10/3d8
Mancubus	Very Rare	1d4	5	6"	20	90%	nil	3	2d10, 2d10, 2d10
Arachnotron	Extremely Rare	1d2	5	9"	17	80%	nil	3	2d6, 2d6, 2d6
Pain Elemental	Extremely Rare	1	5	12"	13	80%	nil	0	nil
Lost Soul	Rare	1d10	3	3" or 48"	3	25%	nil	1	2d4
Arch-Vile	Extremely Rare	1	2	15"	23	25%	nil	1	6 + 3d6
Hell Knight	Very Rare	1d2	2	12"	17	75%	nil	1	3d8 or 3d8
Baron of Hell	Extremely Rare	1	2	12"	33	85%	nil	1	3d8 or 3d8
Cyberdemon	Extremely Rare	1	-5	9"	130	99%	nil	1	10d10
Spider demon	Extremely Rare	1	-5	6"	100	99%	nil	10	1d10 x10
Waffen SS	Very Rare	1d4	7	12"	2	75%	see below	1	1d4

Table 3b: Monster Statistics Table B

Name	SA	SD	MR	INT	Align.	size	XP
Former Human	Fear	none	standard	Semi-	Chaotic Evil	M	9+1/hp
Former Sergeant	Fear	none	standard	Semi-	Chaotic Evil	M	18+1/hp
Former Commando	Fear	none	standard	Low	Chaotic Evil	M	65+3/hp
Imp	fireball, fear	none	25%	Low	Chaotic Evil	M	81+2/hp
Demon	Fear	none	25%	Semi-	Chaotic Evil	M	205+5/hp
Spectre (Inviso Demon)	Fear	Invisibility	25%	Semi-	Chaotic Evil	M	245+5/hp
Cacodemon	Plasma ball, fear	none	65%	Average	Chaotic Evil	L	6050+18/hp
Revenant	explosive projectile, fear	none	50%	Average	Chaotic Evil	M	2450+14/hp
Mancubus	Fear	none	75%	Low	Chaotic Evil	L	13200+30/hp
Arachnotron	Fear	none	75%	Low	Chaotic Evil	L	10100+25/hp
Pain Elemental	creation of lost souls, fear	explodes into 3d4 lost souls	85%	Semi-	Chaotic Evil	L	5850+18/hp
Lost Soul	Fear	none	50%	Semi-	Chaotic Evil	S	120+3/hp
Arch-Vile	fire, raise dead monsters and characters (as zombies), fear	none	85%	High	Chaotic Evil	M	16,600+35/hp
Hell Knight	Fear, Dispel Magic	none	75%	Average	Chaotic Evil	M	12,100+25/hp
Baron of Hell	Fear, Dispel Magic	none	125%	Average	Chaotic Evil	L	19,200+35/hp
Cyberdemon	Fear	none	Immune to magic	Average	Chaotic Evil	L	16,200+35/hp
Spider demon	Fear	none	Immune to magic	Average	Chaotic Evil	L	16,200+35/hp
Waffen SS	none	none	standard	Average	Lawful evil	M	28+2/hp

to their advantage, as this can get most of the work done in killing off a few monsters. Keep relative power balance in mind, however, as a fight between the spider demon and former humans won't last long enough to do any substantial damage to the spider demon.

Former Humans: Man, Sergeant, and Commando

These aren't your normal zombies, they're smarter and a bit faster, and they have firearms. This isn't all bad, as when they die they drop their firearms and ammo, so players can locate weapons faster this way than any other.

Former humans have pistols and a bad attitude, while former sergeants have single barrel shotguns to go with a bad attitude. The former commando is the worst, as they have chain guns, body armor, and a really bad attitude.

All former humans inspire a save vs. petrification at -1 the first time a character encounters them until they manage to make their save. Failing this save will cause the character to flee in fear.

Imp

These furry fang toothed humanoid sized creatures will make you long for the imp from the monster manual. Fright saves are at -1 like the former humans in the section above, and they have a nasty missile attack that is a d8 fireball.

Demon and Spectre

Cross a gorilla and a shorthorn bull, remove the arms/forelegs, give it a bigger mouth, and save it – you have these disgusting creatures that like to chew anything they can get their teeth on. (You definitely don't want one of these ahead of you in the buffet line.) The save vs. fear is at -2, and the only saving grace on them is that they don't have any kind of missile attack.

Demons are the visible ones, while specters are the same creature with *Improved Invisibility* (as the spell).

Lost Soul

Nothing in this game looks more like something you'd find on the cover of a heavy metal album than the lost soul, as they're a flying skull surrounded in a nimbus of flame. Save vs. fear is at -1, but they're pack creatures, so chances are good there will be more than one of them. Their favorite tactic is to fly in, bite, and fly back out of range.

Cacodemon and Pain Elemental

Cacodemons are large red scaly balls with glowing eyes and large mouths sporting long fangs that are obviously plasma resistant, as these flying/floating monsters can also fire balls of plasma from their mouths which does 2d8 points of damage per attack. Fear saves are at -3 until one is made.

Pain elementals look like distant cousins to the cacodemon, but they don't attack, instead belching forth lost souls to do their bidding. Fear saves are at -2, but when the creature dies it explodes into 1d10 lost souls.

Revenant

This red pants wearing skeleton on steroids is fast, strong, and mean. In melee range it relies on its fists, while at a distance it has the capability to fire an energy ball that can follow a target around corners. Fear saves are at -3.

Mancubus

If a character manages to make their fear save at -4 then he or she will face a grossly obese creature looking like a hairless man with plasma cannon instead of hands. These creatures tend to grunt and groan as they attack, and they move slowly as it takes a lot to get all that bulk moving, but they're great at aiming.

Arachnatron

The spawn of the spider demon, these smaller brains on eight legged carriages replace the chain gun with a plasma gun. They make a characteristic mechanical sound when moving. Fear saves are at -4 until a save is made against these creatures.

Hell Knights and Barons of Hell

Hell knights look like the ram equivalent to a faun. They attack with bare hands or by firing balls of green plasma energy which disrupts magic as a 7th level cleric casting dispel magic. (q.v.) Fear saves are at -4 until a save is made.

Hell knights are nasty, but far less so than their bigger cousins, the barons of hell. Barons have a much more potent blast that disrupts magic as a dispel magic spell cast at 18th level, along with its physical damage. A save vs. fear at -5 is required to do anything except run away and hide.

Both hell knights and barons of hell are silent and stationary until they see a target, at which point they make a trumpeting sound like an elephant with asthma and launch to attack.

Arch-Vile

This emaciated creature with almost no facial features looks sort of like a skeleton wrapped in skin with no muscle under it. Arch-viles have nasty hand to hand attacks, but that's only the least of their abilities.

Fear saves are at-5 until a save is made, but the lucky ones facing these creatures are the ones who run away. Arch-viles have the power to launch a flame strike each round instead of an attack which will do 6d4 points of

damage (save for half) and throw the target ten feet in a random direction and with a random facing.

The most horrible power of these creatures, however, is their ability to turn all fallen creatures, including fallen party members, into minions reanimated to do the arch-vile's bidding. Characters under 6th level return as former humans, while characters of 6th to 10th level return as former sergeants and those above 10th level raise as former commandoes. Once a comrade is raised in this way a remove curse against a 17th level curse and a raise dead must be cast, and if the remove curse fails then only a wish will restore the fallen character or other party member to life. See why running is probably better?

CyberDemon

The big daddy of the demons listed above, this horned monster limps around on one good leg and one mechanical one, and has a super-powered rocket launcher instead of one hand.

The Cyberdemon is immune to magic, (the equivalent of a 1000% resistance) and as such isn't affected at all by any magical spell. However, spells that summon elemental forces, like Call Lightning, do normal damage. (as if a druid could find rain clouds in Hell…) To keep this simple, the effects of Evocation and Summoning spells apply, while all other spell types don't.

The cyberdemon is slow, which is its only saving grace, as it's got a lot of hit dice.

Fear saves against the sight of a cyberdemon are at -6, and as always must be rolled until a save is made and the character can stop running away.

Spider Demon

Take a big brain and give it a pair of demonic eyes and then mount it on a four legged carriage with a super-fast chain gun and you have this cybernetic baddie. Fear saves are at -6, and like the cyberdemon this monster is completely immune to magic. (For determination of spell effects consider it to have 1000% magic resistance, like the cyberdemon)

Waffen SS

Nazis. Even Indiana Jones hates Nazis, and here are some to hate for your very own. These soldiers spend their time marching around in their guard patterns and shooting intruders with machineguns. They alone of the creatures herein require no fear save.

Maps and Environmental Factors

Doom maps exist on the web if you look hard enough, and these can be dropped onto a grid of graph paper squares to give them proper dimension for use. Maps can also be developed, and there are tools out there to convert additional "WAD" files into maps. But why not create your own? With roughly 68 levels in the first two games there's so much more that can be done. One of the more popular WAD files was a direct representation of a player's hometown of Cleveland, for example – remember that Doom takes place in an alternate world where future scientists opened a portal to hell while trying to build a teleporter, so real world places can provide wonderful chances for mayhem.

Of course there's also the option of an infestation of Doom denizens and objects in your usual maps. How about visitors from an alternate hell showing up in the Caves of Chaos long after the players finished with B2: The Keep on the Borderlands? Or Barons of Hell and Arch-viles making an incursion from another dimension to take on the forces of good and evil under Castle Greyhawk?

Certain things are hazards in the Doom universe. Radioactive ooze is pumped around the UAC facilities in canals, left standing in pools, and flow over waterfalls. Exposure to this substance does d6 points of damage per round of exposure with no save, and d2 for 2d4 rounds after exposure thanks to radioactivity. Lava flows do 2d6 points of damage per round of exposure and d4 for the following 2 rounds until the creature cools off. For lava a further save vs. breath weapon at -2 must be made for the creature to do anything besides scream in pain from the agony of being burned alive. Crushers descend forty feet per round and inflict 5d4 points of damage per round, and any creature being crushed must make a save vs. petrification at -4 to get out from under the crusher before getting turned to paste.

Door triggers last no more than 4 rounds, so those seeking to get in an open door must do so in that time. Referees are advised to adjust this time value for the situation. Secret doors, like all doors, are mechanized, and as such are at a -50 penalty to be picked by thieves.

Integrating It All

There are several ways in which the referee can simulate the Doom environment. For one thing it's a good idea to

change up any maps you're using, as chances are excellent that some players might have at least a passing familiarity with the layout and order of levels. For atmosphere there are music files available on the web that contain Bobby Prince's soundtrack tunes, and playing them in the background will help set the mood.

There are two things the referee needs to determine for his or her own campaign when playing in such an environment – are saved games and cheat codes allowed? Players who figure out that they're playing in a video game may do a bit of research, and it's up to the referee if the cheat codes work in his or her game or not. It's suggested that each use of a cheat code stops the experience point counter for the next hour of game play for that PC, and that it costs at least 1,000 experience points besides.

Saved games are another matter. If the referee is going to use this then the players have to decide as a group when they're going to "save the game," and at that point they have to copy all variables, like hit points, potions, wand charges, experience point totals, and anything else that may change onto a note card. Any prior note cards are discarded then, and this is the saved character's information which is used for a restored game. It's recommended that game restores be disallowed unless a character is killed.

For referees that use miniatures there are myriad graphics on the web for use as "standies" when they're printed in color on Bristol or card stock. Removing the weapon from a skeleton and somehow painting or placing red pants on it will work for a revenant, while red balloons and a sharpie will make a good representation of a cacodemon. (pop it and leave the busted balloon sitting to represent the carcass if the PCs manage to kill it) Remember to account for size with the larger monsters in any case.

So there you have it, a collection of nasties and some ideas and tools on how to deal with them from the Doom universe. There are a lot of ways this can add to your campaign:

The priests of a dark power (Tharizdun, for instance) open a portal to the Doom universe accidentally, and all kinds of unpleasantness starts pouring out. The denizens bring strange energies that cause the weapons to show up, too, and the items come along for the ride.

A dimension door goes horribly wrong, landing the PCs in very much the wrong place.

The wizard Agatha the Mad set up a telepad so that when certain words are spoken the occupants of the telepad are sent to all kinds of unusual places, the world of Doom being one of them.

One of the doors to other planes in Q1 leads to the Doom universe, or perhaps one of the mirrors in the spider ship. Imagine the party chasing Lolth while also trying to fight Barons of Hell and Arachnotrons.

An aether storm on the ethereal plane lands the player characters in the Doom universe.

And there are so many more options. Have fun, and if you find some interesting adventures, let us know – we'd love to hear about what you do with the things in this article, just like all our others.

Potion of Power

This potion is fiery red in color, and is thick and heavy. When consumed this potion raises the level of experience of the imbiber by two full levels. This may grant extra attacks, better saving throws, and more potent spell casting.

This potion does not grant extra weapon proficiencies nor does it grant new spells; it simply makes existing abilities more potent. The duration is 3d4 turns.

If a character is multi-classed with two classes, each class will be raised by 1. If triple classed randomly choose which classes are affected. Dual-classed characters will have their active class (the one they are progressing in) increased.

This potion will increase power to levels that might be denied due to physical limitations and/or race.

GP value 800; XP value 300

by Bryan Fazekas

Potion of Mind Restoration

This potion is light blue in color with an oily texture. When consumed in one dose it cures all forms of insanity, including restoring a Feebleminded character.

GP value 1,200; XP value 500

by Bryan Fazekas

Interview with Vince Florio, Wild Games Productions

by Andrew Hamilton

In our on-going effort to have a conversation with some of the important players in the OSR, those who are putting their unique spins on the game, influencing its evolution, helping to keep the lights on, and bring new participants into the OSR. The internet has provided a means for the players and DMs of 1E (and other OOP editions of our favorite game) to come together, collaborate and share in ways that were unimaginable back in the 1970s and 1980s. Forums, blogs, the ability to upload and download adventures and resources, to instantaneously share thoughts with people on the opposite side of the world –the OSR wouldn't have been possible without the internet.

I'm far from a techy (as the rest of the & crew can attest to), but I do find the way that various digital and internet tools can be leveraged to be fascinating. So for our second interview I went looking for someone who is comfortable in this digital world, and has blazed a new trail or two. I found a guy who has used multiple digital channels to get the word out about 1E, and create a digital community. His voice has been heard by hundreds (thousands? tens of thousands?) and has brought 1E



*to the air waves with the **Roll For Initiative** podcast. Vincent Florio, better known to his listeners as DM Vince, is the driving force behind the **Roll For Initiative** podcast (http://rfipodcast.com/show/), **Wild Games Productions** (http://www.wildgamesproductions.com/), the **Mazes & Perils** retro-clone (http://rpg.drivethrustuff.com/product/104536/Mazes-%26-Perils-RPG) and the **Evil GM Blog** (http://theevilgm.wordpress.com/).*

We managed to catch up with Vince between recording podcasts, blogging, moderating forums, attending cons and playing RPGs. Here's the conversation that we had.



AH: It's pretty obvious to anyone that listens to a few podcasts that you have experience with, and appreciation for, a wide range of RPGs. What is it about 1E that appeals to you enough that you have recorded over 120? 130? Podcasts about that gaming system?

VF: Well I've been playing AD&D 1E for so many years and I've really enjoyed it. I've tried other games, but I always go back to play 1E as I have never found a system that I am that comfortable with and enjoy so much. The only natural thing to do was dedicate a podcast to the system and share the love I have for the game to people who enjoy playing or would like to know more about it.

AH: The OSRgaming.org and/or Wild Games Productions and/or Evil GM "family" is pretty prolific with interest in a wide (and healthy) range of systems. Was it the podcast that "started it all". And what initially inspired you to start up the podcast?

VF: WGP came first, as I started it with my very first podcast called Darker Days Radio, which is a podcast about CCP's RPG World of Darkness that still is going live with new shows every month. I decided to start podcasting, because I have experience in radio working as a DJ back when I lived in NY as DJ Vinsanity. Fun times, I enjoyed it a lot, but at the time there was no real career in it, unless you were a morning person or someone like Howard Stern. When Podcasting became more of a possibility in 2006, I started looking into it and researching. By 2008 I had things set up and ready to go, but I did not start broadcasting right away.

AH: You have put your foot into the retro-clone/simulacrum pond with Mazes & Perils (and congrats on winning Ennie Gold, by the way). What convinced you that there was room for your take on a retro-clone in such a busy area?

VF: Thank you. I was very happy when I won and I'd like to thank everyone that voted for it and that helped work on it with me. Now to your question, it seemed that the pond was stacked with various editions of games, but it was lacking something. Holmes Edition of D&D always stood out to me in my heart as its always been a jumping point or a gateway into AD&D 1E. While it is a great game, I felt that if someone new wanted to share in the love I had for the game they couldn't because reading the

game from a cold pick up, would confuse a person. I certainly remember looking back at it and being able to easily pick it up and play, because I had already been playing D&D. Mazes & Perils was born as a way to pay tribute to the edition of the game with a new layout, and additional material expanding the levels of the game to level 12, instead of just level 3.

AH: What did you do differently or focus on with M&P that made this rule set stand out?

VF: The major difference was the levels, it went from 3 to 12. I reworked a lot of things in the rules to make it more my own while still keeping the flavor of the D&D Mechanics. I added quite a few options that will appeal to 1E players, as well as later edition gamers, trying to capture that "old school experience" their parents had.

AH: You've got podcasts, forums, and blogs. Can you give us some insight as to which of these digital channels you picked first and why? Did you feel it was necessary to grow from there and add a website, blog, forum, or was that just personal preference?

VF: Well, the Podcasts came first, then a blog (which hard work in itself, credit to those out there such as Erik Tenkar who do a great job on a daily basis). After the blog came the website/forums because with three podcasts, it's a good idea to have a common place for all listeners to gather up and ask questions, and see show updates. Organization is the key, put everything in once place for easy access for people. Things before were spread out between 3 to 9 different places and people would comment and those comments would get lost because we'd forget to check that area. It just makes sense, do the podcast and tell listeners, "hey if you want to communicate with us or get updates visit our forums and join in on the fun."



AH: Maintaining a presence on the forums, corresponding with fans, preparing for and recording podcasts seems like a huge undertaking. How much time do you spend on WGP every week? How much sleep do you get?

VF: <laugh> I get plenty of sleep. I have never actually kept track of how much time I spend on everything that is WGP, but I believe thinking about it, I would consider it equal to a small part time job. You always have downtime in life and there is always a few minutes here and there you can squeeze in a post or read something a listener wrote in to the show.

AH: Sandbox or campaign with a story? Why?

VF: I think my adventures or games are mostly Sandbox type games with a focus point on the what the story is. I think a friend of mine best described my games as, "You give us the ideas, the tools and allow us to discover how we'd like to get there." I am not a rules hound or someone that dictates you have to do it this way, I present players with the situation, and allow them to role-play and explore possibilities. No question or method is really wrong.

AH: You are a pretty important component of the OSR (however you want to define it), and get the word out to a lot of people with each podcast. If there is one thing you want to accomplish with each and every podcast, what would it be?

VF: I don't consider myself important or any more special than anyone else at all. I am just once person who has expresses his love for the OSR in more of a public way. Some people blog there stuff, some people post everything in forums, I just happen to do all that plus produce a bunch of podcasts that will be heard if someone is looking for it. What I'd like is if people listen to the show, enjoy it and walk away saying, "hey that is cool, I can use that idea for my game."

AH: What is your take on the health and future of the OSR?

VF: The movement for OSR is alive and well. It grows a little bit each day as more people discover it each day. I am not sure what the future holds for the OSR, but I do know as long as people gather and play older games it will live on forever. The moment people put down the dice and stop playing is when it dies.

AH: What is your favorite old school (pre-1990) module?

VF: That would be B4 The Lost city a module for Basic D&D. I love that module, because of the story and the open endedness of the module, a DM can go on forever with that module with the way its set up for extra levels.

AH: You are a fairly regular convention goer. What do you get from a convention that you don't get from your regular games?

VF: Yes, I love meeting people and making new friends. It's awesome to go to say Gencon and meet all the people you've talked to on the podcast or in the forums. Sit down with them and play a game or two, it's a lot of fun. Also at conventions is where you get the cool and rare things you never find at your gaming stores.

AH: You have projects underway which occupy both the "not for profit" (the bulk of your projects) and the "at a cost" area of the OSR. That makes you uniquely qualified to share your thoughts on the free product/paid product divide.

VF: Well, sometimes it's nice to just give back to the community with free products, and allow them to enjoy something you've created. Selling products is a good idea to get some money for what you do, and there is no reason to think you can't, but it will take time to sell products as not everyone is ready to just buy something from you. Give it time, send out free samples to bloggers and allow them to review it. Word of mouth is the biggest seller for you.

AH: Would you rather DM or play? Why?

VF: I'd rather DM then play a game. I like the idea of weaving a story and seeing what the players do with it. I used to like playing more, but I honestly haven't found a person who can run a game that will keep my interest long enough to keep me wanting more except for a very few handful of people. I can't find that excitement anymore, so I live on the Game Master side of the screen, where the action and excitement happens for me.

AH: Kobold or halfling? Why?

VF: Kobolds, because they look like as DM Liz from the Save or Die Podcast says, "...like puppies.." and the can be very, very evil if used correctly. Halflings are annoying, and I always picture my character punting them like a football.

AH: What games are you playing/running?

VF: Currently I am playing in two face to face games, one of which I am player and its Basic/Expert Edition of D&D and I am running a game of Dragon AGE RPG.

AH: A character in your game decides to wander off when the party is sleeping, going into the dangerous crypt where its known that death awaits even the strongest group of fighters. What do you do?

VF: I allow the player to control his character as he sees fit, and enjoy the slaughter about to happen. If he is stupid enough to do this, then a lesson needs to be taught. NOW if the player was a brand new player, I'd warn him about doing so first. If the player decides after that he is going to go for it, then he will quickly learn, this is not later editions of D&D where you are almost a super powered MMO character.

FYI, this actually happened, It was on my actual play podcast for AD&D 1E Oriental Adventures ... and it was a very experienced player who did that.



Gloves of Superlative Somatic Articulation

These elbow-length lambskin gloves enable magic users to perform the somatic component of spells at super-human speed. The spell itself casts as per normal, but the casting time is reduced by 2 segments (to a minimum of 1 segment). Only spells with a S (somatic component) benefit from this item.

GP value 10,000; XP value 2,000

by Dan Rasaiah

Satch's Screw of Supreme Security

This small metal screw appears regular in all respects, however when it is screwed into a portal (e.g., a wooden door) it will wizard lock the door at the 10th level of ability. The screw may be used but once per day, and the portal must be made of a material that the screw can penetrate (e.g., the screw will not work on metal or stone doors)

GP value 7,500; XP value 1,500

by Dan Rasaiah

Creature Feature I:
Ecology of the Sindh

by Dan Rasaiah

"Madam this simply will not do. One cannot use roseate quartz for the columns, when the statues are made of Aramite marble. WHITE Aramite marble no less. It's ghastly. Horrid. An eyesore that offends my very sensibilities."

Her royal highness Domina the 3rd glanced at the towering red crystal columns that stretched out before her, whilst in the far distance, almost beyond eyeshot, lurked the offending statues in the garden pond.

"But Sandy-"

"Sandhoz madam. My name is Sandhoz."

"Sorry, Sandhoz. Sandhoz, aren't we being just a little ... hmm how can I put this ... finickity?"

Sandhoz-Ur-Ashaf-Nawaz-Vim-Suza, of the Suza Sindh clan, stood a shade over 5' tall and was dressed in outrageous vermillion pantaloons complete with an open-chested yellow vest and matching pointy satin shoes. His bald pate glistened with a moist sheen in the tropical heat, and a single loop of gold shone from his right ear.

"No madam, I am not being finickity, I am being thorough, which is what I'm sure your husband was looking for when he retained my services."

Barely restraining herself, Ester the Handmaiden, a rotund woman of middle years, interjected:

"Sir, you will address Her Grace as 'Your Majesty' or 'Your Grace', and you will address His Royal Highness as 'Your ... "

"Not there you imbeciles, I said place the tapestries on the second level!" exclaimed Sandhoz, interrupting the plump handmaiden, who was now turning a bright shade of red.

"Like I was saying Mr. Sandherz, you-"

"Sandhoz, my name is Sandhoz, and I heard the madam perfectly clearly the first time, but may I remind her, that it is sindh custom to address honorifics of this nature only to His and Her Royal highness of House Shawaz Vim-Sindh. I am sure you can understand."



Before Ester had a chance to reply, Sandhoz de-materialized only to reappear hovering over the balustrade of the half completed balcony on the second floor holding an extended scroll of vellum and a ruler.

"Anwar, Sharif, a moment if you would please," remarked Sandhoz in the language of the Janee.

In response a pair of very tall bearded men in golden coloured overalls flew down from the ceiling where they had been erecting a burnished silver filigree.

"Gentlemen look at this for a moment," said Sandhoz gesturing to the vellum. "Look at this, now look at that," as he gestured animatedly toward the filigree. "Do you see the problem we have here?"

"No?"

"It's the diamonds gentlemen, the diamonds are in the wrong place. It should be ruby, ruby, ruby, diamond, emerald, ruby, NOT, ruby, ruby, diamond, emerald, ruby, ruby. You see? Ahh, yes. It's positively loathsome, fix it immediately."

Before the Jannee had chance to respond, Sandhoz once again disappeared, this time teleporting to the gardens some three hundred feet distant, where a rippling tear in the air was pouring forth a vast torrent of crystal clear water into an enormous marble pond.

"Splendid," remarked Sandhoz "Indubitably splendid." "Now where is that great oaf?"

To the right of the pond a massive head protruded from the earth as a ten foot tall mustachioed humanoid carrying cyclopean chunks of green marble under each arm rose through the ground like it was water. "Ahh yes, Babur, excellent specimens, well done. Well don't look at me like that, go put those over there next to the hedging."

With a muffled oath, Babur nodded acquiescingly and flew to the hedging where he placed the marble chunks next to a pile of violaceous and pomegranate crystal blocks. He had been working for Sandhoz for the past several years, and whilst he had fantasized many a time of crushing him underneath a wall of stone, or burying him underneath a tonne of black basalt, the little sindh paid well, and all Dao knew the price of crossing the 'little architects', as they were known in the Dismal Delve.

Flying a hundred feet above the ever-filling pond, Sandhoz examined the row of columns and vast vaulted roofs that he had erected. Craning his head slightly he adjusted the illusion, and with a wave of scintillating light, the arches and columns erupted in sparkling luminescence, as the reflected light of ten thousand emeralds now shone from the jade green columns.

With the smallest of smirks, Sandhoz re-materialized next to the cooing and ahhing handmaidens and attendants who were now gushing high praise to Domina the 3rd.

"There now see madam? I think we will go with the green after all."

Sindh

Frequency:	Very Rare
No. Appearing:	1d6
Armor Class:	7
Move:	12"/30" (MC: A)
Hit Dice:	4+2
% In Lair:	30%
Treasure Type:	Q x5
No. Of Attacks:	1
Damage/Attack:	special
Special Attacks:	see below
Special Defenses:	see below
Magic Resistance:	20%
Intelligence:	Genius
Alignment:	any Good or Neutral
Size:	M
Level/XP:	V / 555 + 5/hp

The sindh are a race of transient elemental humanoids, who traverse the inner planes providing a variety of services to the beings that dwell therein. They are artisans, and typically the architects and interior designers of the mighty palaces of the efreet, djinn, dao, and marid.

They appear as regular humans of all manner of appearance, from blonde and fair, to dark and swarthy. They will always be impeccably attired, although their proclivities tend toward outlandish rather than reserved dress. Sindh are extremely intelligent, which fosters a degree of pretentiousness and condescension toward other races. This will rarely take on too overt a form however, as open aggression and hostility is avoided at all cost by this peaceable race.

They never wear armour and disdain weapons, viewing them as primitive, garish implements of lesser species.

In addition to the ability to *Fly* at will, sindh have the following spell-like powers which they can employ at will, 1 at a time, 1 per melee round: *Airy Water*, *Create Food And Water*, *Change Self*, *Detect Evil/Good*, *Detect Magic*, *Detect Invisible*, *Etherealness*, *Produce Flame*, *Spectral Force*, *Teleport Without Error*, *Dispel Magic* (3/day), *Stone Shape* (3/day), *Plant Growth* (3/day). All spell like abilities are performed at the 15th level of ability.

A group of 2 sindh can create permanent *Programmed Illusions* up to 3/day. A group of 3 sindh can cast *Transmute Rock To Mud* (3/day) and *Dig* (3/day) at the 20th level of ability. A group of 6 sindh can cast *Alter Reality* 1/week at the 20th level of ability.

Sindh are immune to fire and cold, and take half damage from electrical effects (save for 1/4). They can travel in the Astral, Ethereal, Prime Material, and Elemental planes.

Sindh will never personally undertake manual labor, and utilize contracted jann, dao, djinn, efreet, and marid to carry out their heavy lifting and construction work.

It is the act of creation itself that motivates sindh rather than monetary or magical reward. Whilst they are vain and refined creatures, they will never act out of greed

and will charge a fair price for services rendered. Their word is their bond, and they will die rather than break it.

As they literally channel the elemental planes to build their projects (often using varying sized inter-planar gates) the scale of their work is normally restricted to the nobility of the inner planes. There have been a few isolated incidences of mortal, Prime Material plane contracts being undertaken, but these are restricted to the likes of emperors and arch-magi.

Sindh rely on their prodigious magical abilities to ensure their safety, and will flee immediately if attacked (via *Etherealness* or *Teleport Without Error*). This rarely occurs, as all intelligent races in the Inner Planes understand that to kill or injure a sindh comes with great danger, as once news spreads of the transgression, the entire sindh clan will mobilize, to wreak great havoc upon the transgressor(s). In large groups, sindh carry enormous co-operative based magical power, and stories are still told of the former Dao Khan Asaf Nawaz, whose mighty palace was first gutted by molten rivers of fire, and then drowned under a mile of water as the Shaista Sindh clan opened numerous elemental gates within the compound.

Note on Gates

Sindh have the ability to open gates between the inner planes, through which they channel materials for their building projects. The size and length of time a gate remains open is dependent upon how many sindh are involved. A lone sindh may open up to 1 gate per day with the gate remaining open for up to 1 turn. Such a gate will be only large enough for a small (4') sized creature to walk through. The sindh must concentrate for 1 round to open or close a gate, but no effort is required to keep it open.

A group of 4 sindh working cooperatively may open a gate large enough to allow passage of a medium (6') sized creature, and this gate will last up to 6 turns. Alternately the sindh can close a gate and open another one, but the maximum total duration of all gates opened in one day is 6 turns. Note that when a second gate is opened the first must be closed, and the second gate can be to any inner plane, it does not need to connect to the previous one(s).

A group of 8 sindh working cooperatively may open a gate of sufficient size to pass a larger creature up to 10' in height. This gate will remain open up to 12 turns, and may be opened and closed repeatedly. The maximum duration of all gates within a day is 14 turns.

A group of 12 sindh may open a gate that will pass a creature up to 16' feet in height, and this gate will remain open up to 24 turns. As with the lesser gates, it may be opened and closed as desired. Note that each additional sindh above 12 adds 1 turn to the duration of the gate but does not increase its dimensions.

Raise Dead Balm

This balm is normally found in a short, wide jar. When opened the balm smells of fresh air, newly turned earth, and generally brightens the mood of all nearby.

When rubbed on a corpse that has been dead less than 24 hours, this balm will restore it to life in 3d6 rounds. The creature will regain consciousness with 1 hp; it will feel weak and will require 7 days' rest.

The balm may be used on most mortal creatures, including fantastic monsters that do not have innate magic resistance. If applied to an undead creature this balm severs the connection to the Negative Material Plane, removing its unlife and causing the creature to assume its true age, which may transform it into dust.

GP value 15,000; XP value 1,000

by Bryan Fazekas

Potion of Neutralize Poison

Administering of this potion produces the same effect as the 4th level clerical spell *Neutralize Poison*. It neutralizes the effects of all poisons, although hit points lost due to poison are not restore.

It will neutralize any poison, but will not restore hit points lost due to the poison. One exception is if a character is reduced to negative hit points due to poison. Such a character will be restored to consciousness with 1 hit point.

GP value 1,800; XP value 600

by Bryan Fazekas



Creature Feature II:
Ecology of the Greymen

by Bryan Fazekas

Sitting in the 3rd row in the largest lecture room of the University of Sathea, Ray was thrilled he had scavenged a token to attend the lecture. The 5-tiered lecture room had seating for 60, although easily twice that many managed to horn their way in, crowding the back of the room and the steps running up both sides of the tiers. The chattering and jostling of the many who had not wangled an invite made it hard to think, but at least he had a seat and a clear view of the lecture podium and the three shrouded tables next to it.

The Professor's Door behind the podium opened and in walked a diminutive woman, definitely under 5' tall. At first glance she was a dwarf with the characteristic stocky build, but only at first glance. Her features were different from typical dwarves, a bit softer and less rough-hewn. Some might even describe her as attractive, although dwarven women didn't normally appeal to human tastes. From the surprised muttering Ray wasn't the only one who wondered at her race.

The woman stopped, momentarily nonplussed by the size of the crowd. She obviously expected a much smaller group, but after that short hesitation she stood her iron shod walking stick, its length nearly equal her own height, in a corner and stepped in front of the tables. After a moment of silence the nattering voices increased to an even louder level, but tapered off as she waited patiently for the group to settle.

Master Professor Taloquan chose that time to move from his prime seat in the middle of the first tier, covering the short distance to the woman in two long strides. Turning to face the audience the Master Professor motioned for quiet to a group that already nearly silent. "Settle down!" he barked in his usual gruff voice, his volume and tone even more pointless than his hand signals. "Today we have a visitor, Lady Meselda of the College at Rendelshod, who will tell us what she thinks she knows about the greymen."

Surprised muttering arose anew as the audience marveled at how much condescension the Master Professor packed into those few words. The entire room knew that Taloquan had argued ferociously against a foreign lecturer at HIS University. The Master Professor considered himself the foremost authority on demonic creatures and was quite put out that the department had seen fit to host an outsider lecture on his subject. His "discussion" with Dean Warmen had been heard a mile away, and during the two hour lecture that preceded this session he had made it clear that little, if anything, could be added to what he knew of the greymen.

Completely unfazed by the professor's dismissive tone, the woman politely thanked him and spoke to the assembly in a strong, clear voice. "Thank you for coming to hear me speak. Recent discoveries have significantly changed what we thought we knew of the so-called greymen." With a twinkle in her eye she turned again to the towering Master Professor and thanked him for inviting her.

Murmuring rose again as the Master Professor's hostile scowl softened to confusion as the diminutive woman calmly and politely faced down the bear of the University of Sathea. Rumbling something unintelligible he stalked back to his seat and flumphed down.

Smiling at the audience, Meselda waited until the side talk ended.

"What do we know of the greymen?" Holding up her right hand with fingers extended, she ticked off her points by closing fingers. "One, they are named aptly as their skin has a greyish complexion, a sign of poor health in mortal creatures. Two, they are immune to magic spells. Three, they cannot be hurt by non-magical weapons. Four, they have strong magic powers." Closing her thumb to form a fist, Meselda intoned, "And five, greymen are a form of devil or demon, common in the Outer Planes from the Hells to the Abyss."

Returning her attention to the Master Professor, "Does that summarize what is known about the greymen?"

Startled gasps of muted laughter showed Ray that others were astounded that Taloquan had met his match in a battle of wits. Having his entire two hour lecture trivialized to five short points left the massively overbearing human speechless. Glancing around Ray realized he wasn't the only one enjoying the Master Professor's discomfort.

After 10 full seconds of silence she turned her attention back to the entire audience and continued, "As you are aware last week a group of greymen attacked a caravan only a mile outside the northeast gate of the City.

Fortunately for the survivors of the caravan a group of Council members was nearby and assisted in fighting off the attackers." The more knowledgeable audience members all snorted together. It was commonly known that the caravan guards were nearly wiped out and that a mere half dozen members of the Council of Rendelshod destroyed over 20 greymen and less than a dozen wounded greymen survivors managed to escape.

"We", obviously meaning the Council, "examined the bodies and discovered some interesting facts."

A first year student dashed to the table closest to the podium, pulled the sheet off to reveal a very dead humanoid body, and franticly turned a crank that tilted the table top upwards to display the body to the audience. Just as quickly the student retreated with the sheet.

The body was about 6' tall, skeletally lean but muscular, the skin a sallow grey uniformly across the extensively scarred body. The face, topped with short grey hair, appeared human of a racial stock not dissimilar from Sathean, a characteristically broad nose and chin. Other than being six inches too tall and grey skinned instead of bronze, the being might be mistaken for a Sathean. The cause of death was obviously the dished-in left temple, although the upper lip was torn and bruised.

"While the skin coloration would indicate serious dis-health in a human, this specimen was very fit. Although the extensive scarring all over the body does lead one to believe that it led a more dangerous life than that of the typical scholar ..." Smiling warmly she paused to let the audience titter, then continued, "Thin to the point of gauntness, he was very strong. Just prior to being killed he struck down three soldiers, two of which died from his blows. The third was fortunate that only his arm was broken."

"All of the bodies had the same general skin coloration, so we know the greymen are in fact grey." Ray glanced at the Master Professor whose own coloration shifted to red as he digested her off-hand comment.

At her nod the student helper displayed the second body. Perhaps a bit shorter than the first, this one had different facial features – the nose was broad but the chin was oddly narrow and the corners of the eyes were tilted down just a bit, giving it a decidedly odd appearance. This was like no human stock Ray had ever seen in the cosmopolitan Sathean Empire. The lanky grey hair was burned off above the eyes and the chin was similarly scorched, as was the left hand. An even half dozen black-charred holes were scattered across the chest.

"These two greymen were in the area of a *Fireball*. This one", indicating the first body, "shrugged off the magical fire without harm while this one", pointing to the second body, "obviously didn't. It also failed to shrug off the *Magic Missiles* that ended its life."

Scanning the audience before speaking, Meselda stated, "Greymen are NOT immune to magical spells although it appears that some have resistance as do most demons and devils."

Master Professor Taloquan started to sputter a rebuttal but sputtered out as the small woman met his outraged gaze with her steely one. "The facts are clear. This one died from magic."

Looking around the audience Ray marveled at the utter silence, all side discussions completely shut off. Taloquan was the bear of the department, known for shouting down anyone he couldn't beat with facts. This small woman, barely half his size, shut him up with a stare.

Drawing in an angry breath the Master Professor intoned, "I suppose you have a reliable witness who cam verify the cause of death?"

A high pitched barked laugh startled the room, drawing all eyes from the confrontation to the Professor's Door. Unnoticed during the lecture, three figures had entered and stood by the wall.

These three figures were a study in contrasts. The first was tremendous, a towering figure well over 7' tall with broad shoulders and a blocky chest. His face wasn't fully human, he was clearly a goblinoid half-breed of some sort.

The second was also a half-breed, this one human and elf. He would have towered over most in the room, but seemed small in comparison to his larger companion. Over 6' tall, broad of shoulder and narrow of waist, he had long silver hair, elvish ears and nose ... on a decidedly human face. Ray thought, "*so much for half-elves all being beautiful*".

The figure that had laughed continued this study in contrasts – a halfling barely 4' tall. Next to the others he looked positively tiny and defenseless. Stepping between the two tables he placed a familiar hand on the corpses' respective arms. Looking Taloquan directly in the eyes and speaking in a reedy voice the halfling piped, "Meselda killed both of these pieces of ... offal. Unless you'd like to join them I don't suggest you insult her integrity again."

No longer did the halfling look small or helpless. If anything he towered over the much taller human. The

Master Professor recoiled from the gaze and words, fear etched on his face. Even the bravest in the room wouldn't hold the halfling's disturbing gaze.

"Fay!" Meselda barked. "There's no need for that."

Fay smirked at the professor, bowed gracefully to Meselda, and stepped back alongside his companions. Ray noted he did not turn his back on the audience. Shivering, Ray turned his attention back to the dwarven woman.

The room was silent except for the alien sound of fabric rustling as people shifted. Stares directed at the halfling shifted to the dwarven woman, and a palpable sense of respect for her filtered through the room.

Looking at the Master Professor the woman continued in the silence, "Yes, I think I am a very reliable witness." A third time she nodded at the student, who this time hesitated before rushing to display the third body. His turning of this table's crank was yet more frantic and his grip slipped twice. Meselda waited patiently while the student's face grew redder.

This corpse was nearly a foot shorter than the others and had oddly bulging eyes. Although that might not be a racial feature, but a result of the a dozen stab wounds in the chest and the gapingly slashed throat. "This one made the mistake of grabbing Lord Fay." Gesturing at the halfling, who merrily waved to the audience, Meselda continued, "A very mundane knife inflicted these wounds."

"This one did not require a magical weapon to kill." Oddly cowed the Master Professor did not reply to her contradiction of his lecture. Letting the thought digest she added, "However, one of the leaders did prove immune to the mundane blades of the caravan guardsman, so some greymen are immune to mundane weapons."

"The leaders demonstrated some spell-like powers, but most of the greymen soldiers did not. Those that did exhibit powers didn't have anything all that powerful, simple things like magical *Darkness* and a *Stinking Cloud*."

Ray laughed to himself. Meselda Gilderlo of the Council of Rendelshod might consider those magics trivial, but few others in the lecture hall did!

Pouring herself a glass of water from a pitcher in the podium, the dwarven woman surveyed the audience, apparently steeling herself for some final revelation. Her dry throat quenched, she continued.

"The most interesting findings occurred after the battle. As you should all realize, regardless of external differences we are all pretty much alike inside". Pointing to the Master Professor, an elf, then her three companions and finally herself, she said, "we all have hearts, lungs, stomachs, and guts – all performing the same function and in the same general places."

"Creatures of the Outer Planes are different. Even amongst demons the organs are often markedly different – in function, appearance, and location. Such creatures may have organs whose function we can't easily identify. One of the most dangerous things about fighting an unknown demon is that vital spots are usually different. What kills one may simply make another angry."

"We dissected a dozen greymen after the battle. The results are conclusive. They are … human."

Bedlam filled the lecture hall and even the chastised Master Professor Taloquan lurched to his feet, shouting. The noise continued for a minute without showing any signs of abating, and if anything got worse as over 100 strident voices got louder and louder, each trying to shout down the others.

BABOOOOMMMMM!!!!

An impossibly loud clap of thunder shattered the pandemonium, knocking some attendees off their feet and leaving an equally impossible silence. "Thank you Lord Kortag," Meselda said to the half-elf, who was apparently a spell caster of some nature. Smiling at the half-elf's grave nod, Meselda turned back to her audience.

"These creatures, regardless of appearance, origination, and powers – are VERY human. There are some differences that don't quite match up, but the evidence is conclusive. These bodies are yours for examination. Draw your own conclusions. We will reconvene here at this same time tomorrow to discuss your results."

The staff standing in the corner flew of its own volition into her waiting hand, and the three companions swept out the Professor's door behind her.

Greymen

Frequency:	Very Rare
No. App.:	3d6, 5d10, or 50d10
Armor Class:	2
Move:	12"
Hit Dice:	3 (d10)
% In Lair:	20%
Treasure Type:	Individually 3d6 SP, 2d6 GP, 1d6 PP/level. In Lair B, C, D
No. of Attacks:	2

Damage/Attack:	by weapon +1
Special Attacks:	see below
Special Defenses:	see below
Magic Resistance:	5%/level (HD)
Intelligence:	Low to Exceptional
Alignment:	Evil
Size:	M (5' to 7' tall)
Level/XP Value:	see below

Some members of nominally Good races fall in with evil forces of the Lower Outer Planes, and an unlucky few end up residing there permanently. Of this latter group most find that whatever bargain they struck was a poor one as death comes all too quickly.

The ones that survive are typically the strongest, both physically and mentally, of their respective races – such specimens may even thrive in such conditions. Successive generations weed out the weakest as only the strong survive birth much less childhood in such an unfriendly environment.

These later generations are generally referred to as the greymen, a moniker gained from their appearance: they tend to be gaunt looking with grayish, ashy skin. Overall they tend to resemble the races of their forbears, appearing human, elvish, dwarven, etc. Some appear to be odd cross-breeds that don't exist on the Prime Material Plane (such as dwarf/elf) or of unfamiliar racial stock possibly from alternate Prime Material Planes.

The greymen are now native to all of the Lower Outer Planes – those dwelling in the Hells tend towards Lawful Evil, those in the Abyss towards Chaotic Evil, and the remainder towards Neutral Evil. Most serve a major denizen of their home plane, although feral bands not aligned with a fiendish or demonic leader exist. However, they are no less dangerous than their "tame" cousins.

The majority are human-sized and are stronger than an average human (hence the +1 damage), although smaller specimens may lack the damage bonus and larger ones may have a greater bonus. All are skilled fighters, attacking twice per round with their weapon of choice, typically a long sword. They always wear armor, a form of chainmail and shield.

The greymen's weapons and armor are made of a strange steel alloy whose hue matches that of their owners. The equipment possesses a demonic sort of magic that is strong anywhere in the Lower Outer Planes, but loses its strength elsewhere (like the Prime Material Plane), the magic fading within a few months.

The items carried by typical greymen are of +1 quality, and radiate evil if detection magic is used. Picking up or trying to use these items causes 2d4 points of damage to good aligned creatures, 1d4 points of damage to those Neutrally aligned, and makes even evil denizens of the PMP uncomfortable. Those not inured to demonic or diabolical forces cannot comfortably use the items.

Groups of greymen will be led by stronger specimens, as indicated below.

# 3 HD	Level
10	4
25	5
50	6
100	7
250	8
500	9

For example a group of fifty 3HD greymen will be led by a 6HD leader with two 5HD adjutants, and five 4HD sub-adjutants.

The average greyman can be struck by mundane weapons. However, the magical nature of the greymen increases with power – 5th and 6th level greymen require +1 weapons to hit, 7th and 8th require +2 weapons to hit, and 9th level leaders require +3 weapons to hit.

The more powerful greymen have higher magic resistance, are more likely to have more typical powers, and will often carry better weapons and armor, up to +5 in strength. Typically 3rd and 4th level greymen will carry +1 items, 5th and 6th will carry +2, 7th will carry +3, 8th will carry +4, and 9th level will carry +5 items. However, this is not a hard rule; lower level greymen may have acquired better armor and weapons by means typically considered foul by Goodly races. Note that the damage inflicted upon good or neutrally aligned creatures who attempt to use these items is commensurately worse, inflicting an additional 1d4 points of damage for each plus above 1.

Generations of existence in the Lower Outer Planes has developed minor magic resistance in the greymen, and some develop powers that the lesser demons and devils manifest. Each greyman may have as many powers as he has levels, has a 5% chance per level of having each power. For instance, a typical greyman (3rd level) may have as many as 3 powers and has a 15% chance of having each power. Roll on the Typical Powers table for powers, re-rolling duplicates.

d50	Typical Powers
1	Blink
2	Burning Hands
3	Cause Fear (as wand)
4	Charm Person or Monster
5	Clairaudience
6	Clairvoyance
7	Command
8	Comprehend Languages
9	Continual Darkness
10	Create Illusion (as wand)
11	Create Water
12	Curse (reverse of Bless)
13	Darkness 5' Radius
14	Darkness 10' Radius
15	Darkness 15' Radius
16	Detect Good 30' range
17	Detect Illusion 30' range
18	Detect Invisibility 30' range
19	Detect Law or Chaos 30' range
20	Detect Magic
21	Dispel Magic
22	Enlarge/Shrink
23	ESP
24	Feather Fall
25	Find Traps 30' range

d50	Typical Powers
26	Fly
27	Gaseous Form
28	Haste
29	Hold Person
30	Improved Sleep
31	Invisibility
32	Know Alignment
33	Levitate
34	Locate Object
35	Mirror Image
36	Obscurement
37	Passwall
38	Polymorph Self
39	Protection from Good
40	Pyrotechnics
41	Read Languages
42	Regenerate 1 hp/round
43	Shocking Grasp
44	Sleep
45	Stinking Cloud
46	Suggestion
47	Telepathy
48	Water Breathing
49	Water Walk
50	Web

Those of 6th level or greater have a 5%/level of possessing one Special Power in addition to other powers.

d20	Special Powers
1	Animate Dead
2	Cause Critical Wounds by touch
3	Cause Serious Wounds by touch
4	Dimension Door
5	Magic Jar
6	Polymorph Other
7	Project Image
8	Shape Change
9	Symbol of Discord
10	Symbol of Fear

d20	Special Powers
11	Symbol of Pain
12	Symbol of Sleep
13	Symbol of Stunning
14	Telekinese 1,000-6,000 gp wt
15	Teleport
16	Transmute Rock to Mud
17	Wall of Fire
18	Wall of Force
19	Wall of Ice
20	Wall of Iron

In addition these more powerful greymen have a 2%/level chance of gating in a devil/daemon/demon (depending upon alignment) once each day. They are loath to do this as the gated being will demand a reward for its help, but in extreme cases the greymen will do so.

Leader types also have a 3% chance/per level of being a magic user or cleric (60%/40% chance). The highest reported level magic user or cleric encountered was 9th level. Note: These special leaders always attack on the fighter table regardless of their other class.

The strategies and tactics used by the greymen vary dramatically with alignment and intelligence. Individually the CE greymen tend to be more likely to attack without a well thought out strategy, while the LE ones will generally use a well-constructed plan. Neutral Evil greymen are potentially the most dangerous, as they are harder to predict.

Those that rise in the ranks will always be the most intelligent, cunning, and brutal members of their race. Note that any one of these attributes will suffice to elevate an individual above their norm, but the highest levels require a combination of the traits. Competition is fierce and fatal.

The highest level greymen are individually quite deadly. As a result all wise devils, daemons, and demons lords watch their greymen minions with care.

Level/XP Value

The make-up of greymen is variable, so assigning experience point values and dungeon levels is not easily done. They may have the following Special Abilities:

a. use of minor magic armor or weapon (+1 or +2)

b. silver or +1 weapon to hit

c. minor powers (for those that roll it)

d. AC 0 or lower (have to calculate AC)

They may have the following Exceptional Abilities:

e. use of major armor or weapon (+3 or better) [if they have this they will not have #a]

f. +2 weapon to hit [if they have this they will not have #b]

g. major power (for those that roll it)

h. magic resistance up to 25% OR magic resistance 26% to 50% [when calculating XP I award 1 Exceptional Ability for magic resistance of 1% to 25%, two for 26% to 50%, three for 51% to 75%, and four for 76% to 100%]

i. spell use (for clerics and magic users)

The XP calculations for each HD of greyman is:

3HD	35 + #SA*15 + #EA*55 + 3/hp
4HD	60 + #SA*25 + #EA*65 + 4/hp
5HD	90 + #SA*40 + #EA*75 + 5/hp
6HD	150 + #SA*75 + #EA*125 + 6/hp
7HD	225 + #SA*125 + #EA*175 + 8/hp
8HD	375 + #SA*175 + #EA*275 + 10/hp
9HD	600 + #SA*300 + #EA*400 + 12/hp

Example: 3HD soldier, 15 hp, armed with **Shield +1** and **Chain Mail +1** (AC2), **Long Sword +1**, has no Typical powers, 15% magic resistance. This one has one SA [use of minor magic armor or weapon] and one EA [magic resistance 15%], so the XP value is: 35 + 1*15 + 1*55 + 3*15 = 150 XP, which is Level III.

Example: 7HD leader, 42 hp, armed with **Shield +3** and **Chain Mail +3** (AC-2), **Long Sword +3**, has 3 Typical powers, 1 Special Power, requires a +2 weapon to hit, 35% magic resistance (counts as 2). This one has 2 SA [AC 0 or lower, minor power] and 5 EA [use of major magic item, special power, +2 weapon to hit, magic resistance (2)], so the XP value is: 225 + 2*125 + 5*175 + 8*42 = 1,686 XP, which is Level VII.

Example: same 7HD leader is a cleric or magic user, XP increases for 1 additional EA: 1,861 XP.

Dungeon Level

A common question is "how do I determine the Dungeon Level of a monster?"

In the *DMG* on page 174 of Appendix C is the Dungeon Level table, which is not formatted as are most tables in the DMG and is often overlooked.

This table is reproduced here for your reading pleasure:

Dungeon Level	Monster XP Range
I	0 - 20
II	21 - 50
III	51 - 150
IV	151 - 250
V	251 - 500
VI	501 - 1,000
VII	1,001 - 3,000
VIII	3,001 - 5,500
IX	5,501 - 10,000
X	10,000+

Creature Feature III: Some New Mephits

by Dan Rasaiah

Light Mephit (Energy Mephit)

Frequency:	Very Rare
No. Appearing:	1
Armor Class:	0
Move:	12"/24" (MC: B)
Hit Dice:	6
% In Lair:	nil
Treasure Type:	nil
No. Of Attacks:	2
Damage/Attack:	2d4, 2d4
Special Attacks:	see below
Special Defenses:	hit by +1 or better weapons
Magic Resistance:	see below
Intelligence:	High (low wisdom)
Alignment:	any Good
Size:	M (6' tall)
Level/XP Value:	VI / 975 + 6/hp

Like most things in the universe, evil is derived from the corruption of good, and mephits are no different. Light mephits (sometimes known as 'energy mephits') are the original mephit kind and the genesis of the evil parodies wrought by the devils and evil denizens of the outer planes.

They abide in the Positive Material Plane and serve as messengers and low-ranking minions of the deities of the good pantheons. When found on the Prime Material Plane they will always be tasked with some imperative or duty.

They are playful rather than mischievous creatures, and will sometimes get distracted from their task if a more interesting situation presents itself.

Light mephits attack by releasing two bolts of pure energy (one from each hand), each inflicting 2d4 hp damage, or 4d4 hp against undead or evil outer planar creatures, up to 6" range. Once per day they may release a spherical wave of energy which pulses outwards from their body to a range of 2", all caught within take 6d6 hp damage (save for half) with undead and evil outer planar creatures sustaining double damage.

Light mephits have the following at will powers which may be used one at a time up to once per round: *Light*, *Purify Food and Drink*, *Faerie Fire* (white light only), *Cure Serious Wounds* (3/day), *Teleport Without Error* (1/day).

Light mephits are subject to attack by *Disintegrate* and *Magic Missile*, *Negation* and *Absorption*, and will sustain double damage from any negative energy type attack or effect.



A circle of protection (spell, magic circle, thaumaturgic triangle, or pentagram) will repulse attacks of a light mephit. All other magic or spells, unless of one of the above sorts, have no effect except the following which can slay or return either creature to its own plane: *Abjure*, *Alter Reality*, *Banishment*, *Dismissal*, *Dispel Magic* (treat as magic of a level equal to

twice the creature's hit dice), *Holy* (*Unholy*) *Word*, *Limited Wish*, *Plane Shift*, *Wish*.

Light mephits are slightly taller than their corrupted evil descendants, and are brilliantly white, with a corona of scintillating energy pulsing around their slim winged frame. All creatures attacking a light mephit will be at -2 to hit due to the intense glare unless their vision is magically protected in some way. Light mephits will blind creatures using infravision for 2d8 rounds if they manage to surprise them.

Dark Mephit (Death Mephit)

Frequency:	Very Rare
No. Appearing:	1
Armor Class:	2
Move:	12"/24" (MC: B)
Hit Dice:	5
% In Lair:	nil
Treasure Type:	nil
No. Of Attacks:	2
Damage/Attack:	1d6, 1d6
Special Attacks:	see below
Special Defenses:	hit by +1 or better weapons
Magic Resistance:	see below
Intelligence:	Very
Alignment:	any Evil
Size:	M (5+' tall)
Level/XP Value:	V / 435 + 5/hp

Natives of the Negative Material Plane, these five and a half foot tall obsidian like winged mephits shimmer with a dark cloak of negative energy. Unlike the derivative lesser mephits, these creatures possibly co-arose with their light mephit off-siders although this is debated. They are vindictive destructive creatures rather than mischievous ones, and will seek to dissipate life force at any opportunity. They are able to be summoned via magical means, and often work in the employ of the Elemental Princes of Evil, for whom they fulfill many errands.

They attack by two hand attacks (requires a 'to hit' roll) each causing 1d6 hp damage, and draining 1 point of strength similar to a shadow's attack. Drained strength with restore itself in 2d4 turns after being touched. Creatures reduced to 0 strength are devolved into a cloud of negative energy which is subsumed by the dark mephit, healing it up to the full amount of the creatures original hp, e.g., a 20 hp creature slain in such a manner would heal the dark mephit by 20 hp up to a maximum of its original hp.

The touch of a dark mephit has an entropic effect on vegetable and mineral matter. Normal metal and magical metals which fail against the negative energy of a dark mephit (save vs. lightning) shatter or decay due to corrosion.

Dark mephits have the following at will powers which may be used one at a time up to once per round: *Darkness*, *Putrefy Food and Drink*, *Faerie Fire* (purple light only), *Ray of Enfeeblement* (3/day), *Teleport Without Error* (1/day).

Dark mephits are subject to attack by *Disintegrate* and *Magic Missile*, **Mace of Disruption** and **Rod of Cancellation**, and will sustain double damage from any positive energy type attack or effect.

A circle of protection (spell, magic circle, thaumaturgic triangle, or pentagram) will repulse attacks of a dark mephit. All other magic or spells, unless of one of the above sorts, have no effect except the following which can slay or return either creature to its own plane: *Abjure*, *Alter Reality*, *Banishment*, *Dismissal*, *Dispel Magic* (treat as magic of a level equal to twice the creature's hit dice), *Holy* (*Unholy*) *Word*, *Limited Wish*, *Plane Shift*, *Wish*.

Dark mephits will flee light mephits on sight, as should the two come into physical contact, the dark mephit will be absorbed into the form of the light mephit, who will be (temporarily) damaged on a 1 hp for 1 hp basis. For example, a dark mephit with 20 hp comes into contact with a light mephit with 30 hp, the dark mephit will be destroyed, and the light mephit will be reduced to 10 hp.

Lyman's Boots of Familiar Restoration

These nondescript leather boots contain a powerful dweomer, whereby the wearer may visualize any place he has known comfortable respite (a former dwelling, inn, etc.) and click his heels together three times whilst muttering the incantation "there's no place like home" three times. Upon the completion of the incantation, the wearer and all he is carrying will be instantly teleported (without error) to the visualized abode (including inter-planar travel if required). The boots are a one shot item, and will revert to regular boots upon completion of the teleportation.

GP value 15,000; XP value 3,000

by Dan Rasaiah

Creature Feature IV: Para-Elemental Grues

by Andrew Hamilton

Introduced in the *AD&D Monster Manual II*, the grue is an evil elemental spirit. While the grue lacks the raw physical power of a true elemental or the magical might of the elemental genie-kind, grues are nonetheless powerful enough to threaten even experienced adventurers. The origin of grue-kind is open to much speculation; many sages and learned planar experts suspect grues represent the physical embodiment of spirits of evil and powerful mortals that make their way to the Elemental Planes upon their demise. Others dispute this, believing that the Outer Planes have primacy with respect to the accumulation of souls and spirits. This group instead claims grues are the souls of evil mortals who perished on the elemental planes, and were trapped. A third camp believes grues to be a spontaneous expression of the destructive aspects of a specific elemental force. Yet another group points to the Elemental Princes of Evil, and claims that grues are a creation of these entities.

As a few skeptics have pointed out, none of these explanations manages to explain why there are no good-aligned spirits -- which there logically should be, as good aligned elemental spirits would be a counter-balancing force. More importantly, in the words of one adventurer, "who cares where they came from, let's just figure out how to kill 'em".

One final note; given that there are elemental and para-elemental grues, it would not be unreasonable to assume that there are quasi-elemental grues. Whether there are in fact lightning grues, ash grues and similar entities remains to be discovered by intrepid adventurers or reckless conjurers.

Frikigore, Ice Grue

Frequency:	Very Rare
No. Appearing:	1d4
Armor Class:	3
Move:	9"
Hit Dice:	5+5
% in Lair:	0%
Treasure Type:	n/a
No. of Attacks:	2 claws

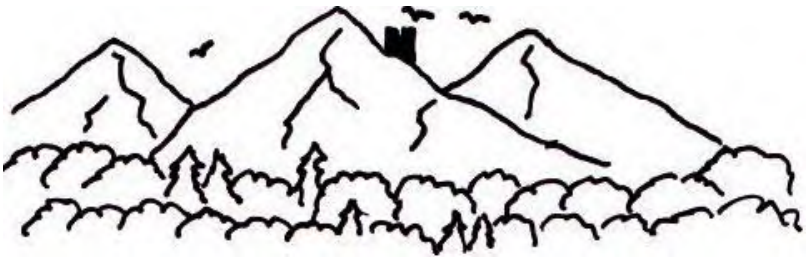


Damage/Attack:	2d4 (x 2)
Special Attacks:	cold breath, frost touch
Special Defences:	immune to cold, hit by +1 or better weapons
Magic Resistance:	10%
Intelligence:	Semi to Low
Alignment:	Neutral Evil
Size:	M
Level/XP Value:	V/500 xp + 6 xp/hp

The frikigore typically appears as a creature made of pure ice, they commonly take a vaguely humanoid shape with long arms and large wicked claws. Other common forms are reminiscent of a canine or feline. The frikigore has the ability to change shape; although this is a slow process that takes 2 to 3 hours. If found on the Prime Material Plane, the frikigore will be found in arctic environments, or stalking temperate regions during the depths of winter.

The frikigore attacks twice per round with its razor sharp, freezing cold claws. A successful strike causes 2d4

hp of damage, and is so cold that the struck individual must save vs. death magic or lose 1 point of Strength due to the numbing cold. The Strength returns at a rate of 1 point per 3 turns when the individual gets the chance to rest in a warm environment. Should a character be reduced to a Strength of 0, they fall comatose (and will remain comatose until they receive a *Heal* spell, or are returned to a warm environment and rest for 2 hours, at which point they will have a Strength of 3, and will recover strength normally.



In addition to the numbing cold of its claws, the frikigore also has a breath weapon, a blast of freezing cold air & ice shards. This breath weapon is a cone 20' long and 10' wide at its base. Anything caught in the blast of freezing air and ice shards will take 2d4+4 hp of damage (save vs. breath weapons for 1/2 damage).

While the frikigore is immune to cold based attacks, and suffers only 1/2 damage from water and air based (but not electrical), it is vulnerable to fire & heat, saving at -2 verse these attack forms, and suffering +1 hit point damage/die. However, in a sub-zero environment, the frikigore regenerates heat and fire based damage (not melee damage) at the rate of 2 hps/round as the melted ice refreezes.

Note, the presence of a para-elemental grue dispels para-elemental spell effects. In the case of a frikigore, spells such as *Ice Storm*, *Wall of Ice* and similar ice related (but not cold related, like the *Cone of Cold*) will be dispelled if the grue so desires.

Malavis, Magma Grue

Frequency:	Very Rare
No. Appearing:	1
Armor Class:	5
Move:	9"
Hit Dice:	6+6
% in Lair:	0
Treasure Type:	n/a
No. of Attacks:	1
Damage/Attack:	3d6 + heat
Special Attacks:	engulfment, heat
Special Defences:	immune to fire & heat, hit by +1 or better weapons, melts melee weapons
Magic Resistance:	5%
Intelligence:	Low to Average
Alignment:	Neutral Evil
Size:	L
Level/XP Value:	VI/950 xp + 8 xp/hp

The malavis is a solitary spirit, fiercely (and violently) protective of its privacy. It typically takes a shape of a humanoid torso and blob-like "tail" or lower body. This appearance is very similar to that of the magma para-elemental, and the two entities are often mistaken for each other. The malavis is smaller, and much more likely to have defined facial features. The malavis must remain in a hot environment, and if found on the Prime Material Plane it will be in volcanic rifts or volcanoes unless specifically conjured and constrained by magic.

The heat radiated by the magma grue will ignite combustible materials like cloth, paper and dry wood at a touch. Materials like leather and wet wood will be ignited with 2 rounds of contact. The malavis is so hot that any melee weapon that strikes it must make a saving throw vs. magical fire or be destroyed.

The magma grue normally attacks with a fist-like blow, but it may attempt to engulf a target (on a successful melee attack). An engulfed victim suffers 3d6+6 hp of damage each round, and all of their possessions must save vs. magical fire each round or be destroyed. A malavis may still make melee attacks against an engulfed target.

The malavis is immune to heat or fire based attacks, and suffers only 1/2 damage from earth based spells (or saves at +2 vs. these spells if they are not damage causing). However, the malavis is vulnerable to water and cold based attacks, suffering +1 hp/die of damage and saving at -2 against these attack forms. The malavis is able to regenerate cold or water based damage if they can immerse in lava or magma (regenerating 1 hp/round, but healing cold and water damage only).

Note, the presence of a para-elemental grue dispels para-elemental spell effects. In the case of a malavis, spells such as *Lava Lash*, or similar other lava or magma based spells will be dispelled if the grue so desires.

Lutimorg, Ooze Grue

Frequency:	Very Rare
No. Appearing:	1d4
Armor Class:	6
Move:	9"
Hit Dice:	6+6
% in Lair:	nil
Treasure Type:	nil
No. of Attacks:	1
Damage/Attack:	2d6
Special Attacks:	engulfment, hurl ooze
Special Defences:	hit by +1 or better weapons, 1/2 damage from melee weapons, resistance to attack forms
Magic Resistance:	10%
Intelligence:	Low
Alignment:	Neutral Evil
Size:	L (10' diameter blob 3 to 5' thick)
Level/XP Value:	VI/900 xp + 8 xp/hp

The lutimorg is a massive blob of ooze, typically looking like a giant glob of mud that moves by oozing about. In appearance, the lutimorg has more in common with slimes, puddings and jellies than it does with humanoids or quadrupeds. The lutimorg is often found with others of its type; they prefer to wallow in mud-pits, swamps, shorelines, and similar muddy environments.

In melee combat, the lutimorg attacks by lasing out with a massive tendril, delivering a powerful blow (2d6 damage). It has two other attack forms, engulfment or hurled ooze. A lutimorg may engulf a single man-sized creature on a successful "to hit" roll, ignoring shield and armor bonuses. Engulfment causes no melee damage, but the engulfed victim will begin to suffocate, suffering 1d6 hit points of damage on the first melee round. The damage increases by 1d6 each subsequent round (e.g., 2d6 on the second round, 3d6 on the third round, etc.). Furthermore, the engulfed character cannot fight back or cast spells, and breaking free is as difficult as breaking free from a *Web* spell. Lastly, melee attacks made against a lutimorg that has engulfed a target will harm the engulfed victim. The lutimorg will suffer 50% of the base damage of the melee attack, and the engulfed victim will suffer the other 50% of the melee damage.

Hurled ooze causes no damage, but slows a target (as per the mud man attack). Ooze may be hurled to a range of 4", strikes against a base AC of 10, regardless of armor worn. Each glob slows the target by 1", and should a target be slowed to 0" they begin to suffocate (as per an engulfment attack).

Lutimorg are only harmed by +1 or better weapons, and only suffer 1/2 damage from melee attacks. They are immune to acid, and save at +2 vs. water and earth based attacks. They suffer only 1/2 damage from cold based attacks, but are any cold based attack with a base damage of 20 hp will slow the lutimorg (as per the 3rd level spell) for 1d4+1 rounds. The lutimorg is vulnerable to fire, as it dries them out and causes bits of baked clay to spall away. They save at -2 against fire based attacks and suffer +1 hp/die of damage.

Note, the presence of a para-elemental grue dispels para-elemental spell effects. In the case of a malavis, spells such as *Lava Lash*, or similar other lava or magma based spells will be dispelled if the grue so desires.

Fumalicus, Smoke Grue

Frequency:	Very rare
No. Appearing:	1
Armor Class:	10
Move:	15" (MC: D)
Hit Dice:	4+4
% in Lair:	nil
Treasure Type:	nil
No. of Attacks:	1
Damage/Attack:	see below
Special Attacks:	choking
Special Defences:	immune to melee attacks, hit by +2 or better weapons,
Magic Resistance:	25%
Intelligence:	High
Alignment:	Neutral evil
Size:	M
Level/XP Value:	V/320 xp + 5 xp/hp

The fumalicus, or smoke grue, looks like a writhing cloud of smoke that drifts about, occasionally settling in a spot, and then rising up. Close observation will reveal a single dull orange glowing orb, about the size of an apple, floating within the smoke. The fumalicus prefers to be is a region with fire, smoke and ash. In a smoky environment the fumalicus is essentially invisible, and will gain surprise 5 in 6.

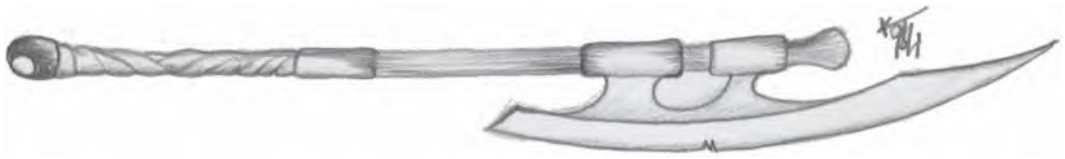
The fumalicus lacks a melee attack, and instead attacks by smothering a target. On a successful "to hit" roll (against AC 10, adjusted only by Dexterity and magical bonuses) the fumalicus will envelope and smother a target. The target must save vs. death magic or begin choking and coughing, losing initiative and being unable to attack for 1d3 rounds. If the fumalicus is able to make multiple consecutive attacks against a choking and coughing individual, the victim must save at -1 per

subsequent attack (i.e. save at -2 against the 3rd attack). Each successful attack extends the coughing and choking by 1d3 rounds. If the victim continues to cough and choke for 10 consecutive rounds they lapse into unconsciousness (for 4d4 rounds). A fumalicus can then enter the unconscious victim's lungs and suffocate them in 1d4 rounds.

Being essentially immaterial, the fumalicus is immune to melee attacks. They can be harmed by magical weapons, suffering only 1 hp of damage per "plus" of the weapon (e.g. a **Mace +3** causes 3 hp of damage, regardless of the wielder's Strength or specialization).

A fumalicus suffers no damage from fire attacks, and saves at +2 vs. any air based (but not electrical) attacks. They are vulnerable to water (which can "scrub" them from the air), and they save at -2 vs any water based attacks. Even a pail of water thrown through a fumalicus will cause the grue 1d4 hp of damage, and rain causes 1d4 hp of damage per round. Complete immersion would destroy them instantly. (Atts 0, SA choking & burn, SD immune to non-magical weapons, 1/2 damage from fire, SW vulnerable to water)

Note, the presence of a para-elemental grue dispels para-elemental spell effects. In the case of a fumalicus, spells such as *Cloud of Smoke*, or similar smoke based spells will be dispelled if the grue so desires.



Wave Armor

This armor is dark blue in color –in the daylight it sparkles like the sun on water, while in the night it takes on the appearance of a slowly undulating dark blue ocean wherever the armor catches light. The armor is created by binding a water elemental to the metal. It has a +3 enchantment, and its wearer is immune to damage from natural fire, and gains an additional +2 on saves versus magical fire and -2 on saves versus cold and lightning.

When struck by a natural roll of 20 the armor will extend a pseudopod of water towards the attacker, who must save versus death magic or be drowned in 1 round.

In the presence of a water elemental the user must save versus breath weapon or find the armor immobilized (bend bars check to get out of the immobilized armor), and the water elemental will attempt to destroy the armor at any cost. If the water elemental does more than 40 points of damage to the armor it will shatter, releasing the user, and releasing the trapped water elemental inside the armor, and both elementals will attack the wearer.

This armor can be worn only by fighters.

GP value 21,000; XP value 2,500

by Ian Slater

Armor of the Kraken

This armor is a dull olive in color and only comes in scale, splint, banded and plate mail (roll 1d4 in order listed). The armor is +2 in enchantment.

When the wearer desires, but no more than once a day, a small portal will open up in the armor's chest and 8 tentacles will appear, each tentacle is AC 5, has 10 hp and has a THACO of 18. The tentacles can attack one opponent or up to 4 opponents, as desired. If two or more score a hit on a single opponent that opponent is held by the tentacles until they are destroyed or the user commands their release. Once invoked the tentacles may be active for 4d4 rounds.

Each time the tentacles are summoned this costs a charge. The armor will come with 4d8 charges, and cannot be recharged. 2% of these items are cursed, and when the portal opens the tentacles attack the wearer until destroyed.

This armor can be worn only by fighters.

GP value 22,000; XP value 3,000

by Ian Slater

Friend or Foe: The Jann Ak-Azul

by Andrew Hamilton

Description

The Jann, Ak-Azul is an anomaly among his kind. He actually enjoys the company of humans, although he dislikes dwarves, gnomes and halflings due to their "shortness", and while he enjoys the company of elven women he finds elven males to be "boring". Ak-Azul has made a place for himself in human society, selling his knowledge of the elemental planes as a sage, occasionally charging large sums of gold to provide materials from the Elemental Planes, or even acting as a guide to those places. Why he prefers human company to that of other jann is unclear, and he seems to actually avoid his own people, which hints at some kind of banishment or other scandal in his past.

This jann is a tall (6'4"), muscular (weighing nearly 260 lbs) man, handsome and confident. He is flamboyant in dress as well as manner, and extremely gregarious. He refers to everyone as "my friends", although he refers to his few close and trusted friends as "my good friends" a subtle but important distinction, loves to drink coffee and wine, and enjoys fine pipe weed. Those looking for Ak-Azul can normally find him in fine taverns or coffee houses, where he will be involved in conversation, games of skill such as chess (Ak-Azul does not play games of chance such as dice or cards), or engrossed in a book of some sort. He is refined, gracious, polite and makes for "good company". He also has just enough of a hint of a scoundrel and danger to him that women find him attractive and seasoned adventurers feel at ease around him.

Ak-Azul dresses in fine silks, loose fitting pants belted with a wide belt (and gaudy gold buckle). He wears a similar shirt, with an open neck (displaying thick silver and gold chains), or a vest in warmer weather. His wrists and forearms are always covered in thick leather bracers. Made of gorgon hide, they are as strong as steel, and act as a **Buckler +2** when in melee combat, reducing his armor class by 3 points against one opponent. There is a ring on each finger –simple gold bands worth 20 to 40 gp, except for the magical **Ring of Earth Elemental Command**, an item which Ak-Azul guards jealously and attempts to use only when he believes that it will not be noticed. When he is leading groups into the Elemental Planes, or traveling in bandit-infested territory, Ak-Azul wears a coat of chainmail, reducing his base armor class to 2.

He carries a broad bladed scimitar, made of a flat grey metal unlike anything found on the Prime Material Plane. This weapon is +1 on the Prime Material Plane, but was forged on the Elemental Plane of Earth, where it is a +3 weapon. The weapon is +2 on the Ethereal and other Inner Planes (e.g., the other Elemental Planes, Para-Elemental Planes, etc.), and is undamaged by exposure to any of those planar environments.

Like all jann, Ak-Azul is far stronger than the average human (strength 18/87), making him a fierce combatant when required. Despite his martial skills, Ak-Azul prefers to avoid trouble. His magical abilities (flight, invisibility and etherealness) typically allow him to just "leave" a fight, and he is mild-tempered enough that he feels no shame in "running away", which he typically does so with dignity, and does not consider a desire to avoid unpleasantness to be cowardice. Nor should this desire to avoid conflict be perceived as cowardice.

Ak-Azul will fight when necessary, and he typically does so with extreme ruthlessness. He will attack invisibly, carry enemies into the air and drop them, enlarge himself to overwhelm a foe, etc. He is intelligent, and plans before he acts. Ak-Azul gained some notoriety for killing an arch-mage, Revarious the Magnificent. Ak-Azul snuck up on Revarious, grappled the magic-user, and shifted to the Elemental Plane of Water, where Revarious promptly drowned.

While he appears to be a human in the prime of life (mid-30s perhaps), Ak-Azul is actually over 400 years old, and he has acquired intimate knowledge of the Elemental Planes, as well as patience. His knowledge of the Elemental Planes is equal to that of a sage with "special category knowledge" in the Elemental Planes, able to answer general questions 95% of the time, specific questions 90% of the time and exacting questions 75% of the time. However, Ak-Azul needs no time to research these answers, he has no library, just the knowledge of centuries of travel in those planes. He sells this knowledge to wizards, clerics, and adventurers. He also charges fees to gather simple materials from the Elemental Planes. This is a lucrative business, and his customers tend to be located in major urban centres (which he also finds quite attractive). For the right price, which is quite steep, Ak-Azul will even transport a small

band to one of the Elemental Planes and act as a guide (but not a mercenary, and he expects his clients to do their own fighting).

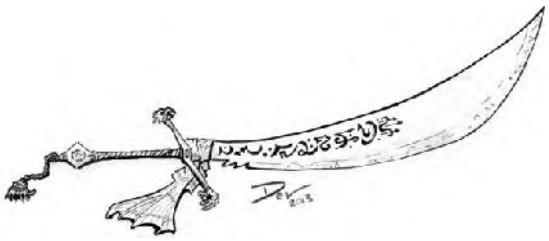
Honest, Ak-Azul honors his contracts, but he will be explicit about the fact he does not work as a mercenary. He is clear about this upfront, and considers attempts to force him into combat to be a breach of contract. If he is in a situation where the group is attacked without provocation, he will defend himself, and his paymaster as well, but is likely to flee if necessary.

Ak-Azul

Frequency:	very rare
No. Appearing:	1
Armor Class:	5 (2 with chain mail, or 2/-1 with Bracers against 1 opponent in melee)
Move:	12"/30" (MC: A)
Hit Dice:	6+2 (39 hp)
% In Lair:	nil
Treasure Type:	see below
No. of Attacks:	1
Damage/Attack:	by weapon
Special Attacks:	spell-like abilities, strength
Special Defenses:	hit by +1 or better weapons, spell immunity
Magic Resistance:	20%
Intelligence:	Exceptional
Alignment:	Neutral Good
Size:	M (6' 4")
XP Value:	1,287

Equipment

Ak-Azul carries a **Scimitar +1** (forged on Elemental Plane of Earth where it is a +3 weapon, and +2 on other elemental planes as well as the Ethereal Plane); **Ring of Earth Elemental Command**; **Gorgon-Hide Bracers** (equivalent to **Buckler +2**, see below); as well as normal gear appropriate for the environment and activity. While he is intelligent enough to select functionality over form, he is stylish enough to prefer well-made attractive equipment.



Ak-Azul also tends to have a purse full of gold coins (22 to 60 gp), several simple gold rings (4 to 9 rings worth 20 to 40 gp each), and a few other pieces of jewelry. He has a cache (or caches) of treasure hidden elsewhere, but likes to have enough wealth on his person to live comfortably.

Spell-Like Abilities

He may *Fly* at will. He may also employ the following powers at will, 1 per melee round: *Growth/Reduction* (2/day), *Invisibility* (3/day), *Create Food and Water* (1/day, as a 7th level cleric), and *Etherealness* (1/day for a maximum of 1 hour). With the exception of *Create Food and Water*, Ak-Azul performs these abilities at the 12th level of ability. Ak-Azul is also able to *Speak With Animals* without limitation and may transport up to 6 individuals to any of the Elemental Planes once every 48 hours, and he may remain on any of those planes unharmed for a period of 48 hours. Note that those transported are not similarly protected and must provide their own protection from conditions on that plane.

Ak-Azul in Play

In campaign play Ak-Azul can be used as a means of getting higher level parties to or from the Elemental Planes, and providing them enough information to survive. Mid-level parties may be hired by an arch-mage, a high priest, etc. to provide muscle on such a trip, and be working alongside Ak-Azul.

PCs could be hired by Ak-Azul to protect him when he is gathering some substance from the Elemental Planes, or during a business transaction. In this case, Ak-Azul would require the PCs to furnish their own means of surviving in a hostile planar environment, but would ensure that they were well briefed on the dangers they would face.

Ak-Azul has lived a long time, and has probably made a few enemies along with a few friends. If Ak-Azul got into trouble with an old enemy (possibly efreeti or dao), Ak-Azul might appeal to the PCs for assistance, or one of the jann's friends might hire the PCs to stage a rescue.

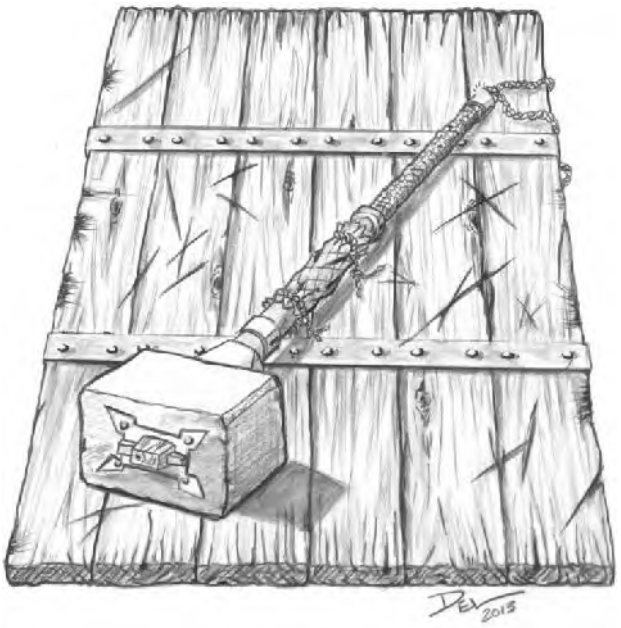
It is also possible that good aligned PCs will come into conflict with Ak-Azul. If the PCs interfere in his latest "job" (perhaps competing to acquire some item), he will be quite annoyed and seek to fulfill his contract and make life difficult for his opposition.

The PCs might be hired by a Jann Vizier seeking to find his "wayward son". This client may or may not be Ak-Azul's father, and he may or may not want to simply reunite with Ak-Azul. Even if all is as it seems, Ak-Azul will be most unhappy with being dragged back into jann politics (and maybe he is a "Chosen One", needing to fulfill some quest or duty, and he expects the PCs to help him out).

The Toybox:
New Weapons IV – Pole Arms and Daggers

by Nicole Massey

Item	axe, battle, 2-handed	battle adze	hammer, battle	hammer, maul	mecthar	spear, boar	dagger, parrying	stiletto
Unit Size	Each	Each	Each	Each	Each	Each	Each	Each
Price	15gp	7gp	25gp	5gp	18gp	10sp	5gp	5sp
Encumb	170	46	150	100	175	50	10	20
Length	6.5'+	2.5'-5'	5'-7'	3.5'-5'	5'-7'	4.5'-6'	.75 to 1.5	.75'-1.5'
Width	12"-16"	5"-6"	2'	1'-2'	2.5'	5"	1"-4"	.5"-1.5"
HP/DP	n/a	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Damage S-M / L	1d10 / 1d12	1d8+1 / 2d6	1d12 / 4d4	1d6 / 1d8	1d8 / 1d6+1	1d4+1 / 1d6+1	1d3 / 1d3	1df3 / 1d2
Speed	12	14	16	9	14	7	2	2
Rate Of Fire	-	-	-	1	-	-	2/1	2/1
Range (S)	-	10'-24'	10'	0.5	16'-18'	11'-25'	0.5	1
Range (M)	-	25'-49'	11'	-	19'	26'-50'	1	2
Range (L)	-	50'-69'	12'	-	20'	50'-100'	2	3
AC/AC Mod	--	0	0	2'	0	0	-1	--
Thac0	0	0	0	0	0	0	0	0
Storage Cap								
Category	mass weapons	pole arms	pole arms	mass weapons	pole arms	pole arms	blades	blades
Where Found	weapon smith	weapon smith	weapon smith	weapon smith	weapon smith	weapon smith	weapon smith	weapon smith
When Found	medieval	medieval	medieval	heroic	medieval	heroic	renaissance	renaissance
Zone	any	any	any	any	any	any	any	any



First we'll start with some pole arms and heavy melee weapons.

Axe, Battle, 2-Handed: A combat axe designed for use with 2 hands, also sometimes called a great axe

Battle Adze: A pole axe with the blade facing upwards.

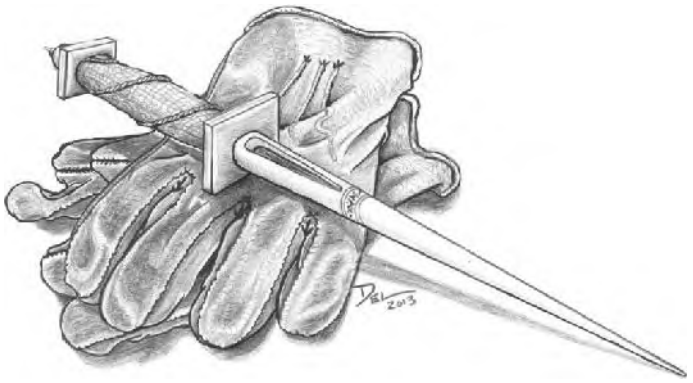
Hammer, Battle: An extremely large 2 handed hammer on a long pole. Very Unwieldy.

Hammer, Maul: A large two handed war hammer, also called a war mattock

Mecthar: A triangle on a pole, attached to the pole at a point. Cumbersome.

Spear, Boar: A long spear with two triangular extensions near the blade to keep the boar from sliding down the pole and goring the user. This Weapon inflicts double damage when firmly set to receive charge

And on the other end of the spectrum, a couple of dagger type weapons.



Dagger, Parrying: A dagger that only has a point and is designed for parrying

Stiletto: A very slim dagger designed for piercing, often triangular or square so that wounds don't close easily.

The 2-handed battle axe, battle adze, battle hammer, maul, and mecthar are weapons of war, and are only usable by fighters, cavaliers, paladins, rangers, and assassins, although they aren't good weapons for assassins. The parrying dagger is a dueling weapon, and as such is found in the hands of fighter and cavalier types and thieves – it's not appropriate for magic-users and illusionists, and bards wouldn't use it either. The stiletto is a weapon of thieves and assassins, though fighters can use it as well. Monks can't use any of these weapons.

Weapon vs. Armor Adjustments table

AC	0	1	2	3	4	5	6	7	8	9	10
Axe, Battle, 2-Handed	-4	-3	-2	-1	0	0	1	1	2	2	3
battle adze	-4	-3	-2	-1	0	0	1	1	2	2	3
Hammer, Battle	0	0	0	1	0	1	0	0	0	0	0
Hammer, Maul	0	0	0	1	0	1	0	0	0	0	0
Mecthar	-3	-3	-3	-2	-2	-1	0	0	1	1	3
Spear, Boar	-2	-2	-2	-1	-1	-1	0	0	0	0	0
Dagger, Parrying	-4	-4	-3	-3	-2	-2	0	0	1	1	3
Stiletto	-4	-4	-3	-3	-2	-2	0	0	1	1	3

Next time, whips and arrows.

Armor of the Deep

This armor is a suit of full plate armor, deep green in color, shading to black at the boots and gauntlets. The armor is +1, and is normal weight and bulk on land. When in water it becomes lighter, is waterproof, and allows the user to swim at a rate of 10" on the surface. Once per day for an hour it can submerge and allow the user to breathe water and swim at 14". It may be used only by fighters.

GP value 12,000; XP value 2,000

by Ian Slater

Armor of Ice

This armor is of +3, blue with white striations throughout. Once a day it can "ice up", creating a layer of ice on the outside that makes the wearer immune to normal fire for 1 turn and adds +4 on saves versus magical fire as well as reducing the damage with a failed save to half and with a successful save to 1/4. If the armor is used more than once a day there is a 20% cumulative chance it will overload, icing up the user doing 4d10 damage (save for half) and destroying the armor. It is usable only by fighters

GP value 25,000; XP value 3,000

by Ian Slater

Spell Caster's Paradise I: Para-Elemental Spells

by Andrew Hamilton

Iron Lungs

Level:	Magic-User 1
Type:	Abjuration
Range:	0"
Duration:	1 hour + 1 turn/level
Area of effect:	one target
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	see below

This spell allows the recipient to breathe smoke and other noxious fumes without ill effect for the duration of the spell. While this makes the recipient immune to the damaging or detrimental effects of smoke, magical attacks such as *Stinking Cloud*, ghast, and troglodyte stench attacks, it does not counteract poisonous effects of gases. For example, a character under the effects of this spell exposed to poisonous smoke from a chemical may still suffer from the poison, although be immune to any choking, coughing or gasping effects.

The material component of the spell is a scrap of cloth that must be 6" by 6" in size (large enough to hold over one's nose & mouth).

Smoke Breath

Level:	Magic-User 1
Type:	Conjuration/Summoning
Range:	0"
Duration:	1 round
Area of effect:	one target
Components:	V, S, M
Casting Time:	1 segments
Saving Throw:	see below

This spell allows the caster to exhale a cloud of thick smoke. The smoke covers an area 6' long and 4' wide, just enough to catch a single creature in the cloud. The smoke is hot and choking, causing 1d6 hp damage and forcing a saving throw vs. poison. On a failed save, the target will be coughing and choking, and suffer a -2 penalty to initiative and combat rolls for 1d3 rounds. The smoke dissipates after the initial round, so visibility is not impaired.

Hurl Ooze

Level:	Magic-User 2
Type:	Conjuration/Summoning
Range:	6"
Duration:	1 round/level
Area of effect:	see below
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	none

This spell allows the magic-user to conjure globs of ooze, which he or she can hurl exactly like the mud man (q.v. *AD&D Monster Manual 2*). The caster may hurl one glob per attack (typically one per round, but magic-users with multiple attacks may hurl multiple globs of ooze), for the duration of the spell. A successful to-hit roll is required to strike the target; however the attack is against AC 10 (adjusted by Dexterity and magical protection), regardless of the armor worn by the target. The ooze may be thrown up to a 6" distance.

No damage is caused by the globs of ooze, but the ooze slows the struck creature (no save) by 1" per glob. Should movement be reduced to zero, the target will begin to suffocate, suffering 1d4 hp of damage per round, but regardless of damage the target dies after the 6th round of suffocation. The ooze may be removed with water (2 gallons restores 1" movement), or it can be removed after hardening (5 rounds after the expiration of the spell).

The material component is a ball of ooze or mud.

Smoke Cloud

Level:	Magic-User 3
Type:	Conjuration/Summoning
Range:	6"
Duration:	1 round/level
Area of effect:	2" x 2" x 2" cloud
Components:	V, S, M
Casting Time:	segments
Saving Throw:	see below

This spell conjures a cloud of hot, thick choking smoke. This cloud has many of the properties of the 2nd level spell *Stinking Cloud* (including size & duration), and those within the cloud are helpless due to the stinging eyes, choking and wheezing. Furthermore, the heat causes 1d4 hp of damage per round while one is within the smoke cloud.

On a successful saving throw vs. poison the individual is helpless only as long as they are in the cloud, and they suffer 1/2 damage from the heat. Failure indicates the individual remains helpless for 1d4+1 rounds after emerging from the cloud, and suffers full heat damage. On a roll of 1, the individual is unable to move, and will collapse within the cloud, suffering damage for the duration of the spell.

Note that fire resistance protects against the heat, but not the choking effect. The cloud of smoke can be dispersed by a *Gust of Wind* spell, magically summoned winds, a *Dispel Magic*, or similar mechanisms.

Smoke Ghost

Level:	Magic-User 3
Type:	Conjuration/Summoning
Range:	3"
Duration:	1 round/level
Area of effect:	one smoke ghost
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	none

This spell conjures a smoke ghost (an entity with a vaguely humanoid upper body, although they have a wispy "tail" instead of legs), semi-material vaguely humanoid entities, to do the caster's bidding. Being composed of smoke, the smoke ghosts are quite weak, able to carry no more than 5 gp weight/caster level. They are able to engage in combat however, and have an Armor Class 10, 1 hp/level of the caster, and HD equal to the caster's level/5 (rounded down), move at 9" (MC: C), and is capable of striking twice per round for 1d4 points of damage per blow. They suffer half damage from non-magical weapons, and are immune to fire, lightning, *Magic Missiles*, fear, charm, sleep and hold related spells. A *Gust of Wind* spell destroys them.

Smokeform

Level:	Magic-User 3
Type:	Alteration
Range:	0"
Duration:	1 round/level
Area of effect:	caster
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	none

This spell allows the caster to transform themselves (but not their possessions) into smoke. In this semi-material form, the caster may seep under doors, through cracks, and go wherever air or smoke could go. The caster moves slowly at a rate of 6", as well as fly (staying within 6" of the ground) with maneuverability class "E". While in smokeform the caster is as visually conspicuous as dark smoke would be in the ambient conditions. Thus, in the dark of night the smokeform would be hard to see, but in the middle of the day the smokeform would be easily seen. The smokeform also smells like wood smoke, and being hot is easily seen by infravision. While a smokeform magic-user could hide in a normal cloud of smoke, they do not intermingle with that smoke, instead remaining a coherent "mass" of smoke.

In the smokeform the caster (reduced to AC 10, modified by magical protections) takes only 1/2 damage from normal weapons and fire, but suffers damage from strong winds. A *Gust of Wind* would be treated as equivalent to a *Lightning Bolt* if it was used against a magic-user in smokeform. A successful *Dispel Magic* will return the caster back to human form (possibly in a bad situation). A magic-user in smokeform is unable to cast spells.

The material component is a pinch of ash.

Wall of Smoke

Level:	Magic-User 3
Type:	Conjuration/Summoning
Range:	1"/level
Duration:	1 round/level
Area of effect:	see below
Components:	V, S, M
Casting Time:	3 segments
Saving Throw:	see below

This spell conjures forth thick billowing smoke, and holds it in place for the duration of the spell. The smoke is so thick that vision past 2' is impossible; thus the wall of smoke provides 100% concealment to those and from those on opposite sides of the wall.

The wall of smoke is 1"x1"x1"/level, and may be arranged in any configuration that the caster sees fit (e.g. a ring, a wall, or even a large block). Regardless of the configuration the smoke must be a minimum of 5' (1/2") thick.

The wall of smoke primarily serves to obscure vision and it is hot enough to completely foul infravision; as a physical barrier it may be easily passed, whether by hurled or launched missile or by physically walking through the smoke. However, should a living creature pass through the wall of smoke, they will take 1d4 hp of damage from the heat and smoke inhalation and must make a saving throw vs. poison or be incapacitated for 1d3 rounds due to choking and coughing. Should a living creature remain within the wall, they suffer damage each round and must make a saving throw each round to avoid being incapacitated. Furthermore, there is a saving throw penalty of -1 for each round beyond the first (e.g. on the 3rd round the save must be made at a penalty of -2).

After the wall of smoke dissipates (i.e. upon the end of the spell's duration) any objects or creatures that were within the smoke will still smell like smoke until it is washed or aired out.

Greater Smoke Ghost

Level:	Magic-User 5
Type:	Conjuration/Summoning
Range:	6"
Duration:	1 round/level
Area of effect:	one smoke ghost
Components:	V, S, M
Casting Time:	5 segments
Saving Throw:	none

This spell conjures a *Greater Smoke Ghost*, an entity that is more substantial than the *Smoke Ghost* (as per the 3rd level spell). Semi-material, the greater smoke ghost has 2 hp/level of the caster, and 1 HD/3 caster levels. Being more substantial, they are able to carry 10 gp weight/caster level. They are able to engage in combat and have an AC of 8, and strike 2 times per round for 1d6+1 hit points of damage. They suffer 1/2 damage from any melee weapon, are immune to fire & heat, *Magic Missiles*, sleep, fear, charm and hold type spells; and they are not destroyed by a gust of wind spell. The *Greater Smoke Ghost* moves at 12" (MC: B). If the smoke ghost engulfs a target, it will cause damage in the same manner as the 3rd level *Cloud of Smoke* spell.

Lava Lash

Level:	Magic-User 5
Type:	Conjuration/Summoning
Range:	0"
Duration:	1 round/2 levels
Area of effect:	one lash
Components:	V, S, M
Casting Time:	5 segments
Saving Throw:	see below

The *Lava Lash* conjures a coherent tendril of lava that the magic-user may wield as a whip. The lash is 5' + 1'/level long, and strikes at +2, being able to harm any creature susceptible to magic. The lash strikes for 3d4+1 hp per level damage, and leaves spattered lava that causes 1/2 level hp damage on the subsequent round. Contact with the lash will ignite dry wood, paper, and other flammable materials. Even if the lash misses, the target must save vs. petrification or be spattered and take damage(for 1/2 caster level hp.

Fire resistance (via spell, item, or natural ability) will reduce the heat or spatter damage by 50%, but has no effect on the 3d4 "whip damage". Complete fire immunity (such as that of a fire elemental) will reduce damage to 2d4 hp, and no spatter damage.

When the spell expires, the lash disappears, but the spattered lava remains. The material component is some pumice, which vanishes during the casting.

Hurl Magma

Level:	Magic-User 5
Type:	Conjuration/Summoning
Range:	1"/3 levels
Duration:	see below
Area of effect:	one target
Components:	V, S, M
Casting Time:	5 segments
Saving Throw:	see below

This spell is a very powerful combat spell which conjures a large glob of magma which may be magically thrown at a single target. The glob automatically strikes and burns horribly. Worse, the magma cools slowly, causing damage for more than one round.

On the first round, the magma causes 1d4+1 hp/caster level of damage, which may be reduced by half if a successful saving throw vs. spells is made. On the 2nd round, the target takes half damage, on the 3rd round 1/4 damage, and so on. A saving throw is made on the 1st round, damage on subsequent rounds is based on the initial damage. The damage continues for a number of rounds equal to "caster level/4", rounded up.

The glob of magma is heavy (weighing about 25 lbs per caster level) and its weight, combined with the way it encases a target as it cools, will slow the target, reducing

movement rate by 50% over the period that damage occurs, as it cools. At the end of the damage duration, a saving throw vs. petrification must be made, or movement will be reduced to 0" due to being encased in cooled igneous rock. Unless the encased individual is fantastically strong, they will need help escaping (breaking free requires a bend bars check at -15%).

The material component for the spell is a bit of obsidian, basalt or pumice.

Wave of Ooze

Level:	Magic-User 5
Type:	Conjuration/Summoning
Range:	0"
Duration:	see below
Area of effect:	see below
Components:	V, S, M
Casting Time:	5 segments
Saving Throw:	see below

This spell conjures a wave of mud and ooze, originating at the caster. The wave is (5 + level)' in height, twice that in width, and is 1'/level deep. If cast in a confined area (i.e. in a 10' wide corridor) the wave will expand forward and upward (away from the caster) to fill the total volume.

The wave moves away from the caster with great speed (the equivalent of 18" movement rate), moving a total of 1"/level distance from the caster before petering out. The wave strikes with great force (1d6 hp damage/3 caster levels) and knocks down any creature less than 1/2 the height of the wave. Taller creatures must make a saving throw vs. petrification or be knocked down. Those knocked down and engulfed will require 1d4+1 rounds to regain their feet (save vs. petrification allows regaining feet in 1 round).

Creative magic-users may use this spell to flood or seal caves and basements, create large pools of mud (to use as a base for other ooze and mud spells, or to trap foes with a transmute mud to rock spell), destroy crops or buildings, etc.

Once conjured, the ooze is permanent and will remain on the Prime Material Plane, slowly drying out. Once the force of the wave is expended, the ooze will slowly flow and settle, and it may or may not create a footing hazard.

Transmute Wood to Ash

Level:	Magic-User 6
Type:	Conjuration/Summoning
Range:	6"
Duration:	instantaneous
Area of effect:	1/2 cord/level (64 cubic feet/level)
Components:	V, S, M
Casting Time:	6 segments
Saving Throw:	see below

This spell transmutes wood to ash without heat or flame, regardless of how wet or dry the wood is, or whether the wood is living (a tree) or dead (lumber). The ash will be soft, fine white ash like that left in a hearth at the end of a long, well stoked, well ventilated fire. Wooden structures (like doors, walls, gates, etc.) will crumble to ash; and the ash will drift away on a light breeze.

The spell affects 1/2 cord of wood per level of the caster. A standard dungeon door (4' x 8' x 4" thick) would be approximately 1/12th of a cord. A keep drawbridge (20' x 30' x 6" thick) would be approximately 2.5 cords.

Normal, non-magical wood receives no saving throw. If used against living wood creatures (such as treants, black willows, etc.) these creatures suffer 1d6 hp of damage per level of the caster, and they are allowed a saving throw vs. spells to reduce the damage by 50%. If used against magical wood (e.g. a folding boat, magical shield, etc.) the item is allowed a saving throw vs. magical fire.

Note – this spell is a quasi-elemental spell, not a para-elemental spell.

Transmute Rock to Magma

Level:	Magic-User 8
Type:	Alteration, Conjuration/Summoning
Range:	1"/level
Duration:	1 round/level
Area of effect:	see below
Components:	V, S, M
Casting Time:	8 segments
Saving Throw:	see below

The transmute rock to magma spell is very powerful, but must be cast on an earthen or stone surface. The spell transforms earth or stone to magma. The volume effected is equal to 10' x 10' x 10' (1000 cubic feet) per level of the caster. The caster may choose the volume and dimensions of the earth or stone to be transformed. One typical configuration of the spell is to create a magma moat as a defensive barrier.

The magma takes 1d3 rounds to form, so one may easily avoid it (making it relatively ineffective as a combat spell). Falling into or wading into the magma causes significant damage (1d6+1) x caster level hp of damage on the first round, save for 1/2 damage, and a system

shock roll with a penalty equal to the damage caused, is required to survive the immersion. Death is automatic for any non-fire resistant creature on the second round). Fire resistance is only half effective against immersion, so even fire resistant beings not native to the elemental plane of fire or para-elemental plane of magma will eventually die.

Even just being within 1" the magma causes 3d4 damage per round from the radiant heat; 2d4 hp of damage per round are suffered at a distance of up to 2", and 1d4 hp per round at a distance of up to 3". The heat damage will be reduced by 1/2 on a successful saving throw vs. magic, or if the creature has fire resistance.

The caster is subject to the effects of the spell.

Casting this spell on the 2nd or 3rd floor of a stone structure (or in a dungeon with minimal separation between levels) will be effective, but is likely to cause the floor to collapse, causing lava to run through the underlying levels. The spell may be cast on the base of a stone wall to undercut the wall and cause it to collapse, or could be cast as a "trench" leading down a hillside (in which case the lava would flow down the trench, emptying out and flowing onto the base on the hill). In the hands of a creative spell caster, this spell can be extremely dangerous and destructive.

At the end of the spell's duration, the magma will begin cooling, solidifying in 2d4 turns (causing 1/2 damage during turns 1 and 2, and then cooling enough to merely be uncomfortable, but not damaging, after that). Thus sand or soil turned to lava will be transformed to a solid block of igneous rock at the end of the spell.

The material component is a pinch of volcanic ash or ground pumice.

Rod of the Sentinel

This rod, usable only by magic-users and illusionists, is a 2 foot long iron bar which contains an air elemental.

The rod has one primary function, when it is planted in the ground and a charge is spent, the rod uses the air elemental to sense any disturbance in the air around the rod for a radius of 120', and immediately alert the rod wielder of the size, location and movement of the creature in question, making surprise impossible. Each charge expended provides 7 days of protection.

When a creature is detected an additional 2 charges may be spent, inducing the elemental to cause the air within a 30' radius to become thick and viscous, impeding passage. This resembles a *Slow* spell in its effect, impeding the movement of all creatures other than the wielder. Creatures failing to make a bend bars roll are slowed to 1".

When the last charge is expended the rod becomes a simple +1 weapon (stat as a club), but can be fully recharged by summoning and binding a 16 HD air elemental to it through the use of a *Conjure Elemental* spell and a *Limited Wish*. This rod was created for the express purpose of protecting wizards while they created magic items and wrote spells.

GP value 25,000; XP value 5,000

by Ian Slater

Solomor's Fist of The Pyre

The **Fist of the Pyre** is a mailed glove that fits exactly to whatever hand wears it, from halfling to ogre size. Once each per day the wearer may invoke the following spell effects:

1. **Burning Fist**. The wielder must roll to hit, and if successful inflicts 6 points of damage. The victim must save vs. spell or his clothing and posessions are set on fire. The fire will last 1d4 rounds, inflicting an additional 1d3 hit points of damage each round.
2. **Fan of Flame**. The wielder produces a 3 foot long fan of flames in a 120 degree arc, inflicting 6 points of damage to 1 or 2 creatures in the area. As with the Burning Fist, the victim must save or have his clothing set on fire for 1d4 rounds, inflicting 1d3 hit points of damage each round.
3. **Smoke.** The wielder causes an existing fire source within 3" to smoke, obscuring vision for 1d4 rounds for everyone in a 2" radius of the fire.

The **Fist** may be used by any class.

GP value 20,000; XP value 3,000

by Ian Slater

Spell Caster's Paradise II: Forging Spells

by Andrew Hamilton

Following is a selection of spells, most of which were invented by the mage-smith Kolbrandt. He was widely known for three things: 1) the quality of his smithing; 2) the variety of metal and smithing related spells he produced; and 3) the fact that he was never satisfied with anything he produced.

Etch

Level:	Magic-User 1
Range:	touch
Type:	Invocation
Duration:	permanent
Area of Effect:	see below
Components:	V, S, M
Casting Time:	1 segment
Saving Throw:	see below

The *Etch* spell is quite weak, almost a cantrip. Its sole function is to etch script, designs or figures into metal, although it will also serve to etch stone or glass. The spell is effective on non-magical metal, regardless of the hardness of the metal; it can also mark magical metal if the metal fails a saving throw against magical fire.

The etching is permanent, but is shallow and fine enough that the properties of the item that has been etched are not affected. A linear etch of 1"/level of the caster can be made, with incredibly fine and precise application, allowing for artistic designs and engravings. The etching is not deep, less than 1/32", and will not damage the object being etched.



Kolbrandt's Keen Edge

AKA Blade Hone

Level:	Magic-User 1
Type:	Alteration
Range:	touch
Duration:	see below
Area of Effect:	one normal bladed/edged weapon
Components:	V, S, M
Casting Time:	1 turn
Saving Throw:	none

Kolbrandt, the famous but quite introverted and surprisingly modest mage-smith who developed this spell (among many others), was known to refer to this spell as *Blade Hone*, and hated the fact that it was more commonly known as *Kolbrandt's Keen Edge.*

This spell imparts an extremely sharp edge to a non-magical bladed or piercing weapon (swords, axes, spears, arrows, etc.). The spell is cast while the caster tends to the blade with a whetstone, files, etc. and is essentially a short ritual worked into the normal care and maintenance of the weapon.

The weapon subjected to this spell will have a bonus of +1 to hit and damage for a number of successful attacks equal to 1/2 the caster level (rounded up). However, the edge will be retained for no more than 24 hours, regardless of whether or not it is used in combat. The weapon is not considered magical for purposes of determining what creatures can be affected by the weapon. Nor will the weapon radiate magic.

The material components of the spell are the normal tools that a warrior or weapon smith would use to care for a weapon.

DM's Note: in a system that uses critical hits & fumbles, consideration could be given to making a weapon under the effects of this spell more dangerous, to both the wielder and the target.

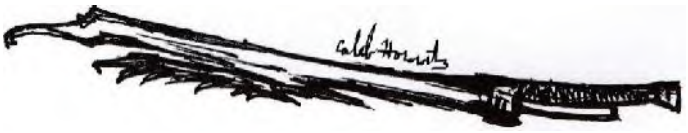
Kolbrandt's Armor Brace

Level:	Magic-User 3
Type:	Abjuration
Range:	touch
Duration:	see below
Area of Effect:	1 suit of non-magical, metal armor
Components:	V, S, M
Casting Time:	2 rounds
Saving Throw:	none

Inspired by the suits of field plate that he crafted for wealthy patrons, Kolbrandt devised this spell to imbue a suit of non-magical metal armor with a protective capability similar to that of field plate. For the duration of the spell, the suit of armor reduces any physical damage by -1 point per die of damage. The damage capacity provided by the spell is equal to the caster's level (e.g., an armor brace spell cast by a 9th level magic-user will absorb 9 points of damage before being dispelled). In cases where this spell is cast upon non-magical field plate or full plate armor, the damaging absorbing capacity provided by the *Armor Brace* spell will "soak up" any incoming damage before the plate armor will.

The spell remains in force until such a time as it has absorbed damage equal to the caster level, or 24 hours passes (whichever comes first).

The material component of the spell is a small (2" to 3" tall) steel figurine of a plate clad warrior. This figurine must be made of high quality steel, and of high craftsmanship, worth no less than 50 gp. The material component is consumed in the casting of the spell.



Kolbrandt's Razor Edge

Level:	Magic-User 3
Type:	Alteration
Range:	touch
Duration:	see below
Area of Effect:	one normal bladed/edged weapon
Components:	V, S, M
Casting Time:	1 turn
Saving Throw:	none

This spell imparts an extremely sharp edge to a non-magical bladed or piercing weapon (swords, axes, spears, arrows, etc.). The spell is cast while the caster tends to the blade with a whetstone, files, etc. and is essentially a short ritual worked into the normal care and maintenance of the weapon.

The weapon subjected to this spell will have a bonus of +2 to hit and damage for a number of successful attacks equal to twice the caster level. However, the edge will be retained for no more than 48 hours, regardless of whether or not it is used in combat. The weapon is not considered magical for purposes of determining what creatures can be affected by the weapon. Nor will the weapon radiate magic. The material components of the spell are the normal tools that a warrior or weapon smith would use to care for a weapon.

DM's Note: in a system that uses critical hits & fumbles, consideration could be given to making a weapon under the effects of this spell more dangerous, to both the wielder and the target.

Kolbrandt's Shape Metal

Level:	Magic-User 6
Type:	Alteration
Range:	Touch
Duration:	permanent
Area of Effect:	one cubic foot/level
Components:	V, S, M
Casting Time:	1 round
Saving Throw:	see below

Inspired by the stone shape spell, Kolbrandt researched a spell that allowed a magic-user to shape and mold metal without resorting to the use of a forge. Like the *Stone Shape* spell, the *Shape Metal* spell allows the caster to change the form of a single existing piece, or a few small pieces (1 piece per 6 caster levels, rounded up, not to exceed the total spell volume) of metal into some other shape. Similar to the stone shape spell, the shape metal spell does not allow for fine, artistic detail to be incorporated into the final product. Thus, while a sword could be formed, it would lack ornamentation and its edge would not be sharp. However, hinges and locks could be ruined or by-passed, manacles and chains reduced or reinforced, armor. Or multiple pieces of metal could be intertwined or fused together. Non-magical metal does not receive a saving throw, regardless of its alloy, origin, radioactive properties or rarity.

The *Shape Metal* spell is useful for destroying magical items made of metal, as the spell caster is able to use the shape metal spell to tear apart or ruin the shape of the item. In these instances, the object receives an object saving throw against disintegration, with a -1 penalty per 4 caster levels (rounded down).

The casting time makes the spell less than useful in combat; however if the spell caster was able to use the *Shape Metal* spell against an iron golem (or other metallic golem, or similar metallic automaton or entity), the spell would cause damage equal to 1d6 hp/level of the caster, save vs. spells for half damage. It would also slow the golem for 1 round/caster level.

The material component of the spell is a small piece of wire (of any metal) which is twisted up.

Emporia & Domiciles: The Nexus

by Nicole Massey

The Nexus, planar gate for hire. If the place is weird I can get you there …

Owner

Hamlet Donalsson is a pear shaped man with a shock of gray hair on his head and warm brown eyes. He's six foot three with a bronzed complexion and a midsection that makes it clear that he hasn't missed a meal in a long time. He likes to dress in robes to create an aura of magicianship, though he has no magical talent to speak of.

Hours of Operation

From just after breakfast to just before lunch and from early afternoon to dinnertime he'll admit folks to the portals. Returning folk can pop in at any time, as most of the places he's linked to have widely varying schedules of day and night.

Exterior Description

This classical style building consists of a square roof held up with marble columns surrounding marble walls. The walls have no seams, indicating that they were grown instead of quarried, and there are no seams between the pediment and the roof either, so it's likely the building is one single piece. A domed roof, also of marble, surmounts the center of the building. A door in front and back are the only ways in or out of the building, though the door in front is mounted with two wide (5 foot wide) heavy doors of bronze, while the back door is normal sized. The rear of the building meets with a wall of finished stone ten feet high, and a large house sits within it. The house is also made of finished stone and has a red tile roof and matching red shutters and door. There's also a small barn, a coach house, a chicken coop, several dog houses, and a neat and tidy garden.

Interior Description

The main building is an open area with two side by side squares ten feet on a side surrounded by a wide (three feet) marble railing on short columns that rises to four feet in height. The end facing the door is open to allow admittance, and a path leads between them to the back door. Right inside the front door on both sides are about a hundred slots on each side wide enough to admit coins or bank notes, each one bearing a number. A pedestal holds a squat podium at mid-chest height where a large tome can be placed if needed to read command words and box numbers. The whole interior glows with a soft afternoon light. The house is a fourteen room structure with a kitchen, parlor, drawing room, dining hall, nine bedrooms, and a den/smoking room. The home is furnished with sturdy furniture of heavy wood, painted black. Other furnishings are of moderate quality but not opulent, and artwork is of moderate quality. The interior of the barn and other structures are nondescript. The coach house houses a covered coach of four in a deep blue shade with silver furnishings, and is easily the nicest item in the personal property section of the lot.

Price Range

Fair to Outrageous.

Quality Range

Excellent.

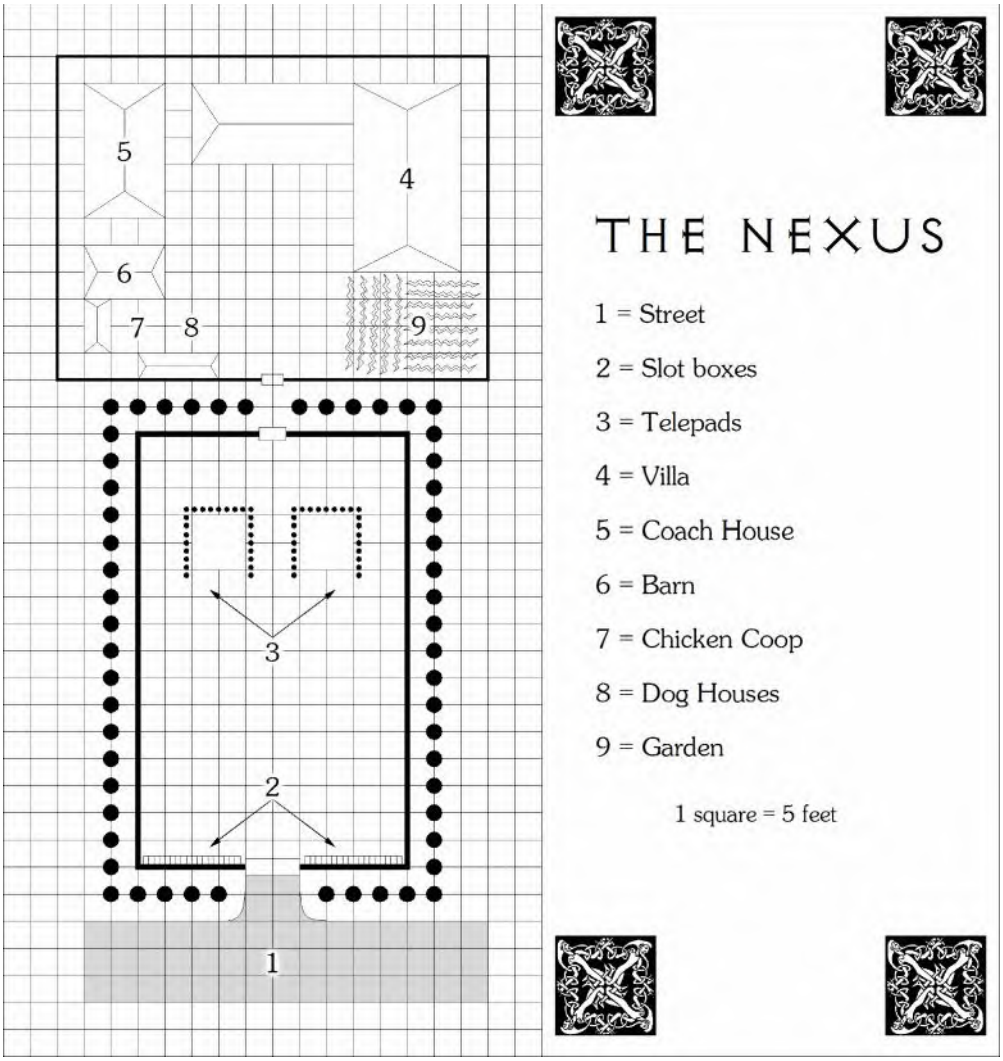
Outstanding Items

Hamlet has a heavy tome locked in a chest that contains the proper keywords and box numbers for the various planes. He doesn't use it much as he has almost all of the keywords memorized for the outgoing telepad. The chest is trapped with three lock traps in succession, and unless a special word is spoken before opening it all within ten feet of it must save vs. paralyzation or find themselves knocked unconscious for 6d4 rounds. The chest is also rooted to the floor and the bottom is twenty feet thick and made of lead embedded in the floor. (the lead bottom is a cone with the point at the base of the chest, so lifting it up won't work) The tome has also been specially magicked to make it impervious to spells like **Word of Recall** and **Dramij's Instant Summons**.

For a description of telepads, see *& Magazine* Issue 6.

Cash Box

One of the slots in the wall to the right is Hamlet's personal cash box. Each slot has a small telepad in the bottom tuned to teleport the money to specified locations. Hamlet's goes directly to his deposit box in the House of Ponce, for example. Hamlet also has a small chest that contains 5d6x10gp for household expenses and "pocket change".



Occupants

Hamlet Donalsson: Human 0-level; AC 10; MV 12"hp 5; # Att 1; Dam 1d6; Al NG; Club

Str 12; Int 16; Wis 11; Dex 13; Con 11; Cha 9; Com 12

Hamlet lives with his wife Ophelia, daughter Juliet, and infant son Lear

Ophelia Hamletwife *: Human 0-level; AC 10; MV 12"hp 4; # Att 1; Dam 1d3; Al NG; Knife

Str 9; Int 14; Wis 15; Dex 12; Con 10; Cha 12; Com 14

Juliet Hamletsdottir *: Human 0-level; AC 10; MV 12"hp 4; # Att 1; Dam 1d3; Al NG; Knife

Str 8; Int 13; Wis 8; Dex 14; Con 12; Cha 17; Com 16

Lear Hamletsson: Human 0-level; AC 10; MV 12"hp 2; # Att 1; Dam nil; Al TN)

Str 6; Int 8; Wis 7; Dex 18; Con 16; Cha 17; Com 17

Ophelia is a quiet woman who has no interest besides keeping a nice house and taking care of her children. This is proving more than she's used to, as Juliet is at "that age" where every buff warrior or handsome mage or priest is her latest crush, and Lear spends all of his time crying and making noise.: He's a colicky baby.

Staff

During business hours Hamlet has twelve guards who keep order in the Nexus.: Use generic fighters of first through fourth level for the fighters and a fifth level fighter for their sergeant; He also has a butler, cook, chambermaid, gardener, and chauffeur as personal staff.

Butler: Human 0-level; AC 10; MV 12"hp 4; # Att 1; Dam 1d6; Al LG; Club

Str 11; Int 12; Wis 13; Dex 14; Con 10; Cha 12; Com 12

Cook *: Human 0-level; AC 10; MV 12"hp 4; # Att 1; Dam 1d3; Al NG; Knife

Str 14; Int 8; Wis 14; Dex 14; Con 14; Cha 8; Com 9

Chambermaid *: Human 0-level; AC 10; MV 12"hp 4; # Att 1; Dam 1d3; Al CG; Knife

Str 11; Int 7; Wis 8; Dex 16; Con 12; Cha 18; Com 19

Gardener: Human 0-level; AC 10; MV 12"hp 4; # Att 1; Dam 1d6; Al Lg; Sickle

Str 16; Int 10; Wis 12; Dex 10; Con 16; Cha 8; Com 7

Chauffeur: Human 0-level; AC 10; MV 12"hp 4; # Att 1; Dam 1d6; Al NG; Club

Str 12; Int 10; Wis 10; Dex 15; Con 11; Cha 14; Com 17

** denotes a female character*

Customers

During slow times (60% of the time) 2d4 customers will either enter or leave the premises. Typical departure time is between one and four rounds, with the occasional longer stay involving attempts to haggle. Hamlet never haggles, all prices are firm. Thirty percent of the time the Nexus is quiet, while the remaining 10% of the time it's busy, with 8d4 customers and their attendant conveyances, livestock, teamsters, and other attendants around. At these times things can get a bit crazy, and it's the only time where it's possible for someone to slip into a group of people or goods departing.

Loiterers

1d4 (slow times) to 3d4 loiterers will be around asking questions and watching folks come and go on the telepads. Some of these may be thieves or spies watching movements of specific individuals and materials.

NPC Encounters

Some of the pocket planes are owned by important people, and it's possible to encounter important folks coming or going. They're easy to recognize, as they come in, pay quickly, take their position on the outbound telepad like they know exactly what they're doing, and upon returning leave without any fuss to their coaches, which always show up right before they arrive. This implies a communication system on the other end to summon them.

Special Options

Do not try to force the caretaker to send anything for free. (See below for more information)

Additional Information

Hamlet is the recipient of something truly wonderful. In his grandfather's time pocket planes were all the rage, and wizards created them as private retreats on a fairly constant basis. But though the remoteness of a pocket plane is an advantage, it can also get lonely and some of them aren't the best for growing crops. To this end a group of wizards got together and set up The Nexus to reach these planes. They created a pair of telepads within the building they conjured, one inbound and one outbound, and charged the wizards with their own planes or their clients who commissioned planes of their own to route traffic to the various pocket planes. The occupants of those planes quickly realized that they could make money from this, and so they set fees for those wishing to visit these planes. The wizards took a 10% cut of all gate fees for those not on a special list, and then they hired someone to act as a caretaker for the Nexus so they could busy themselves with more important things like research, adventuring, enchanting, and making apprentices' lives a living hell.

They also set up a contract and Tontine, stating that the ownership of the nexus would go to the eldest male child (they were a bunch of misogynists) and if any one of the wizards didn't have any male heirs in a generation, then that family would lose its ownership in the Nexus. One of the wizards had a son who was a disreputable and greedy sort, so he went about killing the male heirs of the wizards until he finally got down to the point where it was just him and Hamlet's father. He had the misfortune to try to accost Hamlet's father while he was up a ladder retrieving a large stone bowl, and whilst attempting to dislodge Hamlet's father from the ladder, the bowl fell on his head, killing him instantly. By this lucky accident Hamlet's father became the sole owner of the Nexus, and upon his death he passed it on to his son.

Hamlet immediately released the caretaker and took up the job himself and has grown rich (and rotund) thanks to his total control of the nexus. The tontine also granted him all of the foci of the wizards who created the portal, so he can hire wizards if he needs to should something need to be changed in the telepads.

Both telepads are advanced telepads. The inbound telepad is set to go only to itself unless a command word is spoken to take those standing on it to one of the various sancta of the wizards who created it. (Hamlet doesn't have these passwords) The other pad goes to as many planes and pocket planes as the referee desires, each one controlled by a command word. The outbound telepad also has a permanent *Silence* spell cast on it so that those on it can't hear the command word while the inbound telepad has no such spell. This means that without a spell like *Magic Mouth* there must be someone outside the telepad to trigger transfer.



The outbound telepad also has a keyword that will send all persons and materials on it to a special pocket plane with no outbound telepad, thereby stranding the contents of the pad there. This is used when someone tries to coerce the caretaker to send them somewhere, and has proven effective – word on the streets is that those who try to intimidate the caretaker are never seen again and to leave the caretaker alone.

The staves, wands, and athames of the wizards are not kept on the premises – they're stored in a large safe deposit locker at the House of Ponce.

Plot Hooks

Hamlet found out recently that one of the pocket planes was invaded by demons. It was abandoned long ago, so he either needs someone to clean it out or someone to round up five wizards of high enough intelligence and level to reprogram both telepads.

The party is hired to infiltrate a pocket plane and retrieve an item that was stolen/recovered/sequestered (the actual state of this relocation is uncertain) to the plane. The party will have to find a good reason to convince Hamlet to let them pass through.

The party is hired to prevent someone from escaping to a particular pocket plane. They may be hired by the guard, the courts, a noble, druids, the thieves' guild, or other interested parties.

Travel to a pocket plane is a feature in a quest, and Hamlet can get you there. Or maybe it's a pocket plane that houses a great library with needed information.

Juliet has run off into the pocket planes to follow someone. Problem is that it's been busy lately, so no telling who she followed, but some of those places aren't nice places for a girl of 13 …

Potion of the Gale

This potion, when consumed, allows the user to create the effect of a *Gust of Wind* spell with a 1" x 12" path that lasts for 1 round. The gust of wind comes directly from the user's mouth.

GP value 500; XP value 300

by Ian Slater

Ilmaater's Gauntlets of Frost

This gauntlet allows the user to, once a day, cause the gauntlets to become freezing cold, adding 2d4 cold damage to any successful punch or hit with the gauntlets on. If the gauntlets are used to hit armor of AC 3 or lower while in frost mode both the armor and the gauntlets must save versus crushing blow or be shattered.

1% of these gauntlets are cursed and will freeze the user solid upon their 6th use –save versus death magic or instant death.

They may be used only by fighters.

GP value 14,000; XP value 1,000

by Ian Slater

Rittigan's Industrious Spider

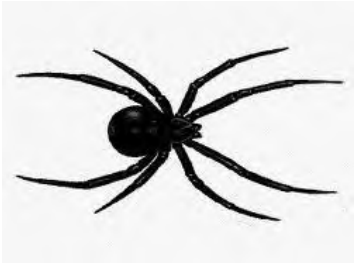
This industrious spider is metallic, made of a brass colored, lustrous material. When dormant its legs curl up underneath it and it can be clipped to the user's belt like a broach.

When placed on armor or weapon and activated, the spider will slowly crawl over all cracks, flaws and deficiencies in the item and spin out metal "webbing" of the appropriate variety for the item that will repair these imperfections. Minor damage takes 4 rounds to fix, intermediate damage 1 turn, and serious damage 1 hour.

Each magical plus of the armor halves the repair time. If used on a magical item that has been destroyed by a failed save within 1 turn of its destruction there is a 50% chance it can reconstruct the item within 1 hour, but if this is done successfully the spider will crumble to dust.

GP value 17,000; XP value 1,500

by Ian Slater



One Page Dungeon: The Oasis of Blessed Curses

by Dan Rasaiah

jann (2), werecrocodile (1), crocodile (7), minion of set (1)

Texts Required:	PHB, D+DG, DMG, MM II
Monster:	jann, werecrocodile (new)
Terrain:	desert oasis
Party levels:	5th to 7th level
XP	
Total:	24,609 xp
Monsters:	5,400 xp
Treasure:	19,209 xp (including magical items if sold)

Background

A large desert oasis, replete with date palms, guava, mango, and olive trees; is also the resting place of an ancient Jann warrior Shirkuh ad-Din. The tomb where he was interred has since fallen into ruin, but is now the abode of a Jannee couple charged with its overseeing.

An evil priest of Set (inflicted with crocodile lycanthropy in an ancient unholy rite) has found the oasis to be lush hunting grounds for his vile god. He now dwells in its cooling waters (along with seven regular crocodiles) from which he ambushes weary travelers stopping to repose. The priest has been unable to gain access to the tomb (several overcurious crocodiles have already been slain, and their skins now decorate the tomb) although he has managed to divine the vague nature of its inhabitants and history. Believing the tomb to be the resting place of a powerful magical item, the priest has beseeched Set for aid. The frequency of his 'offerings', combined with a mild curiosity have caused Set to deploy one of his minions to the oasis, who takes the polymorphed form of a giant crocodile. Together these two are scheming ways to gain access past the tombs guardians.

The Jann resent the arrival of the werecrocodile, and are beginning to tire of its murderous ways. Despite their innate suspicion of humans, they are good creatures, and do all they can to warn travelers away without directly confronting the werecrocodile. Thus far they have been most successful in this endeavor by using their innate powers to scare away travelers through imitating unseen evil spirits.

The Jann are aware of the werecrocodile's religious bent, but believe the latest arrival to be another werecrocodile (rather than a minion of set).

Set-Up

The PCs stop to rest at the oasis and are attacked by the werecrocodile or his minions.

The PC's stop to rest at the oasis and are intercepted by the Jann's who use their invisibility power to extinguish campfires, steal equipment in plain sight, make eerie threats from within the foliage, and other general pranks and harassment to scare the PC's away.

The PCs stop at the oasis and attempt to gain entrance to the tomb. If the Jann are unable to deter them using the above tactics, they materialize and bar them entry. If the PCs continue to be belligerent, the Jann inform them of the greater evil that lurks in the oasis, and request aid.

The Lair

The waterhole at the oasis is large (150' long and 100' wide at the center) and is surrounded by lush foliage. The crocodiles' underwater lairs are scattered throughout the waterhole, although the werecrocodile and minion of set are located at the far eastern end. The mud burrows of the regular crocodiles contain nothing of value (scattered bones and refuse) whilst the werecrocodile's lair contains the following: 1200sp, 6000ep, 179gp, 47pp, 1 aquamarine (500g), 1 chrysolite (500gp), 1 blue quartz (10gp), 1 silver brooch (150gp), 1 gold pin (50gp), 1 jewelled decanter (garnets, 575gp), 1 gold diadem with rubies (2000gp).

Amenemhet (werecrocodile) conducts all his ceremonies to Set at an improvised altar in a small cave accessed from within the waterhole. Only 2 people can fit in the space (little more than a muddy pocket) which features an obsidian idol (250gpv) and various bones and animal skins arrayed on a makeshift rock altar.

Amenemhet uses the regular crocodiles to ascertain the strength of foes. If a crocodile is slain, he will cast prayer and protection from good 10' radius, before taking crocodile form and attacking alongside the giant crocodile (minion of set). (He never uses his bipedal form in order to mask his true nature.) Crocodiles will be

commanded to drag foes into the water, where they will be slain and stowed in their burrows.

If no prior contact has been made, there is a 10% chance that the jannee will aid the PC's in battling the werecrocodile and his minions.

The tomb of the jannee is located on the far western portion of the oasis, and is a one story stone structure (crumbling masonry off walls and statues) in the typical 'Arabic' style of the jannee. The tomb itself is located underground, and is accessed by a secret stairwell from the jannee guardians' living quarters. They themselves have never used the stairwell and will die to prevent any from using it.

The Jannee have rugs and assorted silk cushions to the total value of 1,200gp within the tomb.

Monster Statistics

Crocodiles (x 7); AC 5; MV 6"/12"; HD 3; Hp 15; # Att 2; Dmg 2d4, 1d12; SA surprise 3 in 6; AL N; XPV 120 each.

Amenemhet; werecrocodile cleric 7; AC 4; MV 6"//12"; HD 7+7; Hp 43; # Att 2 (1 bite & 1 tail attack); Dmg 3d6 (bite), 2d6 (tail); SA lycanthropy,spells; SD hit by silver or magical weapons, immune to Web, Hold, Paralyzation; AL LE; Size L; XPV 1430; Amenemhet wears a **Ring of Free Action.**

Amenemhet's memorized spells include: *Command* (x2); *Cure Light Wounds*; *Augury*; *Hold Person*; *Silence 15' Radius*; *Dispel Magic*; *Prayer*; *Protection From Good 10' Radius*.

Minion of Set; AC -2; MV 12"; Hp 25; # Att 2 (1 bite & 1 tail attack); Dmg 3d6 (bite), 2d6 (tail); SA attacks as 10th level fighter, polymorph; SD saves as 10th level fighter; MR 10%; AL LE; Size L; XPV 500).

Aheneith; female jann; AC -1 (Dex 17; chain mail); MV 12"//30"; HD 6+2; Hp 32; # Att 1; Dmg 1d8+4 (scimitar + strength bonus); SA +1 to hit due strength 18/50, spells; SD spells; MR 20%; AL NG; Size M (6'5"); XPV 1351. Aheneith wields a **Scimitar +1.**

Kashta; male jann; AC 1 (chainmail); MV 12"//30"; HD 6+2; Hp 38; # Att 1; Dmg 1d8+6 (scimitar + strength bonus); SA +3 to hit due strength 18/00, spells; SD spells; MR 20%; AL NG; Size M (7'); XPV 1279. Kashta wears **Bronze Chain Mail +1.**



Werecrocodile

Frequency:	Very Rare
No. Appearing:	1d4
Armor Class:	4
Move:	6"//12"
Hit Dice:	5+7
% In Lair:	30%
Treasure Type:	D, Q(x5)
No. of Attacks:	2 (tail and bite)
Damage/Attack:	2d6, 3d6
Special Attacks:	lycanthropy
Special Defenses:	silver or +1 or better magic weapon to hit
Magic Resistance:	standard
Intelligence:	Average
Alignment:	Lawful Evil
Size:	Large (15'-21' long)
Level/XP Value:	VI / 500 + 6/hp

Like their regular kin, werecrocodiles may be found in fresh or salt water (favoring isolated watering holes and rivers). They are voracious eaters, and will attack any warm-blooded creature coming within striking distance. Their favored attack method is to lie in wait just under the water's surface and strike creatures when they come to the shore to drink (surprising on a 1-3 in 6). Once a creature is bitten, it must make a successful save vs death or be held fast in the werecrocodile's jaws and be death-rolled (dragged underneath the water and rolled repeatedly until death). Normal drowning rules apply in addition to automatic bite damage per round (beginning the following round).

These creatures prefer to lurk in their waterholes in crocodile form, where they will usually be surrounded by 3d4 regular crocodiles. When forced to take human form, they are sullen, aggressive individuals who will fight others with minimal provocation. Though able to take a bipedal crocodile form (where they can still utilize their mighty bite), this is rare.

It is rumoured that this rare form of lycanthropy was the creation of the evil god Set. Whilst this is disputed, there is a 15% chance that an encountered werecrocodile will be a cleric of Set, level 2d4+1.

Mini-Adventure: The FireForge

by Andrew Hamilton and Bryan Fazekas
with Patrick Fazekas and Eric Fazekas

This adventuring location is designed for use with the *1st Edition AD&D* system. It is located on the Elemental Plane of Fire, and while adequate information is provided to allow play without access to the *AD&D Manual of the Planes* (MotP), having access to this resource is recommended, particularly if player characters (PCs) are the type to wander.

The setting is designed for PCs of the 7th level or greater, and 7th level PCs will be strongly challenged. While the "monsters" are not physically powerful, the dangerous and damaging environment and the effects on the PC's magical items and spells make even surviving difficult. Any creatures from the Prime Material Plane (PMP) will find mere survival to be challenging.

Background

The azer clan Pyferrix run a business, a supernaturally hot forge, which they "rent out" to various parties. The forge is capable of reaching temperatures that no mortal forge (or even forges on the various Upper & Lower Planes) can achieve. Thus the forge is useful for creating magical items – or destroying them. To ensure a ready supply of customers, The Azer Forge (more commonly known as The FireForge) has been linked to a number of gates, including a few that are located in various mega-dungeons. The gates enter a receiving area, where azer guards are waiting, and demand that arrivals state their business and disarm before coming any further. Failure to comply is met with a military response. The azer are militant and will defend their territory, but are scrupulously honest and will abide by the terms of any agreement.

Campaign Play

There are a number of reasons that PCs may enter the FireForge. As described, the PCs may stumble upon a gate to the FireForge while exploring a mega-dungeon. In a scenario of this type, PCs are likely to be in "kill & loot" mode, and it is not inconceivable that they will respond belligerently when challenged by azer guards.

Many opportunities for misunderstanding exist. The azer are not bloodthirsty, however, and a truce can be called even if PCs are initially hostile. The azer will demand recompense for any injury that they suffer. PCs who object to weregild are likely to find that the hostilities resume, at a time of the azer's choosing – perhaps when they open the main gates and flood the interior of the FireForge with elemental fire! The azer are motivated by wealth and material goods; while they are known to want gems, they are also interested in obtaining water, earth and air based magic items as payment.

Other options include:

- Seeking out the FireForge to use it to destroy an item, likely a powerful, evil magical item.
- Seeking out the FireForge to trade for an item that is rare or valuable on the PMP.
- Travel as bodyguards for an NPC who has business with the FireForge.
- The azer are having efreet trouble and want to hire PMP adventurers to deal with the problem?
- Pursuing an enemy to the FireForge – perhaps duergar seeking to craft a powerful evil magical weapon, or stopping an evil cleric from melting down a Holy Avenger!
- Lastly, PCs might be able to use the FireForge as a base from which they can explore the Plane of Fire. If the PCs are able to establish friendly relations with the azer, they may find that the azer have need for mercenaries.

Preparation

Running this adventure will require preparation on the DM's part. First, they must familiarize themselves with the FireForge environment, e.g., the effects of heat, as well as the alterations to magic that spell casters will experience while on the Elemental Plane of Fire. Secondly, the DM must determine if any "customers" are present in the FireForge, and describe their statistics and personality.

General Environment

Prior to play the DM must make hard decisions on the makeup of the Elemental Plane of Fire. According to the *MotP* on page 37:

- Unprotected paper, clothing, wood, and other normally flammable material immediately burst into flame. Those unfortunate enough to be holding onto or wearing such items suffer 3d6 points of fire damage.
- Unprotected and non-magical metal becomes superheated and melts in two rounds. Those unfortunate enough to be carrying or wearing such items suffer the effects a full-strength heat metal the first round (2d4 points of damage and disability of the body parts in contact with the metal), and 3d10 points of damage from the liquid, dripping metal on the second round.
- Unprotected water and other fluids immediately boil and evaporate into the thin atmosphere of this plane. Magical liquids such as potions get a saving throw vs. fire or are boiled away (saves are made when entering the plane or as soon as the item becomes unprotected). An unprotected character putting his hands in boiling water or his face in the evaporating superheated steam receives 2d10 points of damage.

There are a few problems with this:

- Water boils at 212F/100C.
- The burning temperature for paper is 451F/233C.
- The melting temperature for iron is 1,535F/835C.

Now consider the exact effects of spells that effect temperature:

- Cleric spell *Ensure Heat* is good up to 130F/54C.
- Cleric spell *Resist Fire* is good for normal fires, but merely reduces by half the damage done by great and/or magical fires.
- Druid spell *Protection from Fire* absorbs 12 hit points/level of the caster.

Humans can survive a matter of hours at temperatures above 130F/54C, and mere minutes above 212F/100C. Without extreme magic, death occurs in seconds in an environment in which iron is a liquid. It may occur to the reader that this environment is completely useless for adventuring purposes. The PCs cannot touch anything, cannot survive for long, and besides, how does the fabled City of Brass exist in this environment?

Azer Elevators

Azer are exceptional mechanics and engineers, and they have mastered steam power. Their elevators are steam powered (a cross between hydraulic and pneumatic), although they consist of nothing more than a platform with a large ram under it. The elevator is operated by pushing a lever which bleeds water into a heated ram. The water expands and extends the ram, lifting the elevator. Pulling the lever releases the steam, and the ram "collapses" allowing the elevator to sink back to the "ground" floor. The pressure in the ram will bleed off after a while, and an elevator will stay on the "upper" floor for 11 to 20 rounds, before sinking back to the ground floor. It typically takes 1d4+1 rounds for the elevator to "rise" or "sink". The elevators can lift about 5 tonnes.

Tampering with one of the rams while it is under pressure could have catastrophic results. If a ram takes more than 25 hp of damage it will fail, and explode causing 6d6 hp damage in a 2" radius, and the elevator will plummet. Those on the elevator will suffer normal falling damage. Those under the elevator must save vs. breath weapons or be crushed to death.

In short – following the guidelines from the *MotP* produces an environment in which the PCs cannot survive for more than a few minutes. While the *MotP* contains some great ideas, temperature wasn't one of them.

Alternately, the DM can ignore the *MotP* and create an environment in which the PCs can adventure. It will still be plenty dangerous, but that is simple without going to the absurd temperatures extremes cited above. The following are ideas for making a better environment for adventuring:

1. The Elemental Plane of Fire is heterogeneous. Things are not the same everywhere across the plane. In some places there are seas of lava where paper spontaneously bursts into flames and swords melt. There are also places where the ambient temperature is a frigid 120F/49C (well, frigid to the natives!). Pockets of the other elements exist, for reasons that may or may not be explainable.

2. The more advanced denizens have the ability to adjust the temperature in a local area, and (for a price) may be hospitable to aliens like the PCs.

This adventure is written with the ambient temperature of the FireForge as 180F/82C.

Changes to Magic

While the temperature and atmosphere of the FireForge are controlled (see "The Fortress Environment" below), the normal extra-planar limitations to magical items and spell use that are encountered while on the Elemental Plane of Fire remain in place inside the FireForge.

First, all magical weapons, armor, and protective devices have their plus reduced by 2 points; thus, a +2 magical sword is non-magical while in the FireForge. This is not permanent, once an item returns to the PMP it resumes its normal abilities. *As written this adventure location is not for low magic campaigns – to successfully fight elementals on their own plane the party must possess +4 weapons; lesser weapons will not hurt elementals.*

Spells cast within the Plane of Fire generally work, but are affected by the environment. Materials created by spell (ice, water, earth, etc.) are immediately affected by the heat and fire of the plane unless cast within an area where such substances can exist. *Create Water* may be cast, but depending on the immediate environment may vaporize quickly or even within one round. Similarly, spells cannot affect what does not exist: *Move Earth* is not effective unless a pocket of elemental earth is present. *Control Winds* and *Control Weather* do not function in the thin atmosphere of the Plane of Fire, though they do work in pockets of elemental air. Cold related spells will be less effective, e.g., *Cone of Cold* may do -1/die of damage in hotter areas.

Conjuration & summoning spells will only conjure fire related effects or creatures. Thus, *Conjure Air Elemental* or *Conjure Earth Elemental* will fail unless elemental air or earth is present. A *Monster Summoning I* spell will succeed, but creatures native to the Plane of Fire will respond to the summoning.

Note that magic items whose effects mimic affected spells will function similarly.

The Azer

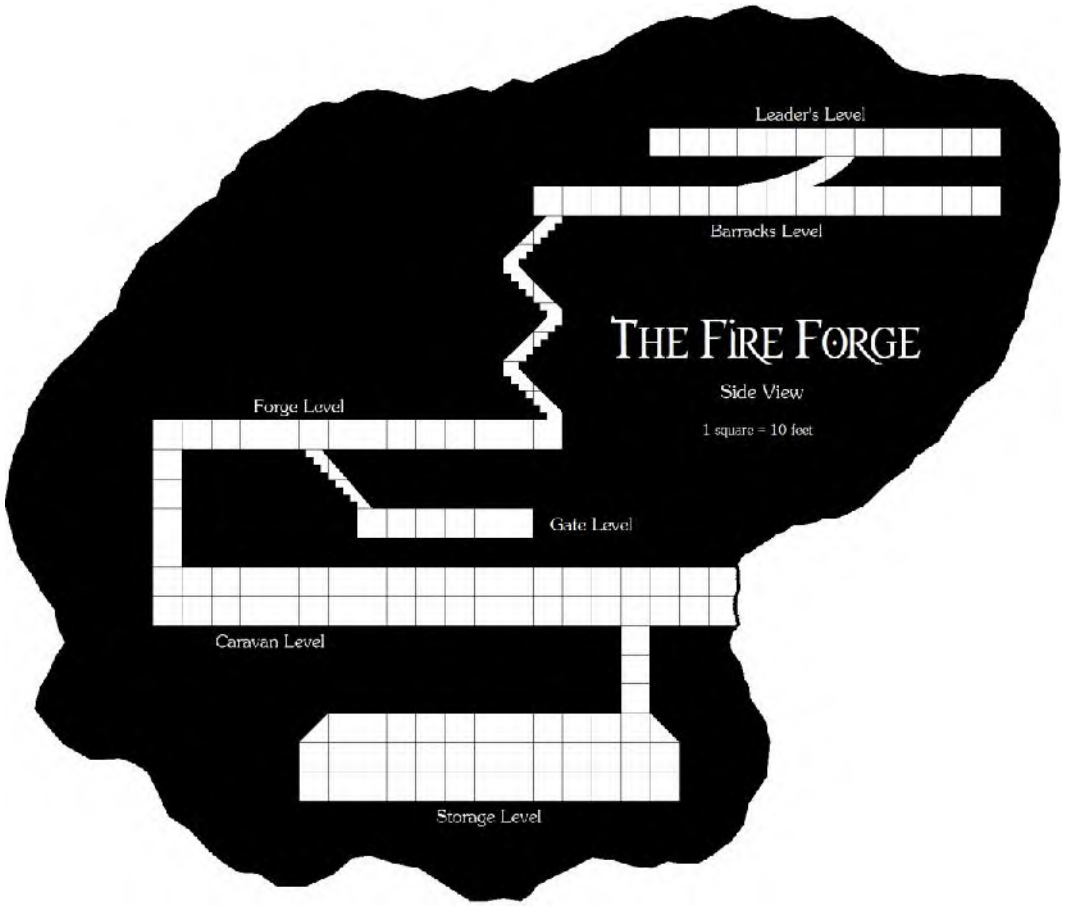
According to the *AD&D Monster Manual II* (MMII) the azer cannot abide temperatures below 200F/93C for more than an hour or so. In short, BTB the azer cannot co-exist in a space with creatures from the PMP for any practical amount of time.

For the purposes of this adventure, the azer are different from the MMII description. The azer prefer temperatures in the 130F/54C to 200F/93C range, and can survive temperatures as low as 32F/0C for brief periods – to them the freezing point of water feels like -70F/-57C to humans – survivable with appropriate protections but deadly without. On the other end of the scale, azer can walk through normal fire with minor discomfort. This reduction in their temperature eliminates their +1 damage by weapon due to heat. It doesn't make them any less dangerous.

Azer clothing is made from a type of fungus that grows natively on this plane. It is used for many things, and its flame resistant properties may make it valuable on the PMP. Bales of cloth made from this material can be used as a non-obvious treasure, valued at 20 to 50 gp per yard.

DM Decisions

How hot should the Elemental Plane of Fire be? The answer: *as hot as the DM wants it to be*.



The DM may choose to use the above guidelines, the guidelines from the *MotP*, or something else. If the DM wants the players to experience the Elemental Plane of Fire, the experience should be survivable. This might require a scaling down of the heat effects, perhaps causing only 1d4 hp damage per turn, or some similar minor amount, rather than the crematorium like conditions described in the MotP. Please note that 1d4 hp damage per turn will quickly exhaust the party's healing magic, but it gives them time to make arrangements with potential allies. Or to go home.

Alternately, the DM could use an in-game mechanic, such as a special **Potion of Fire Resistance**, etc., to allow the PCs to survive. This has the added benefit of keeping the PCs in a position where their ability to function safely is time-limited or item dependant, forcing them to act quickly and/or carefully.

Role playing solutions include cutting a deal with an efreet (not necessarily a good idea) or a cleric of a fire god (also unlikely to be a good idea). These have the advantages of letting the DM set hooks into the PCs, and also prevents PCs from adding some magical do-dads to their bag of too much stuff.

Fortress Environment

The azer do business with many entities from multiple Prime Material Planes, the Elemental Planes, and the Outer Planes. In order to facilitate these business dealings, the azer have controlled the environment within their fortress. The fortress is carved from living basalt (formed in an earth pocket), and the entry "gate room" and the "work forge" are located in the lowest depths of the fortress.

The Gate Level is absolutely frigid by azer standards, a balmy 110F/43C. The azer keep this area cold as many of their customers cannot long survive in temperatures the azer find comfortable. The temperature is controlled with a magical device that is built into the area – it cannot be removed. See Room 3 for details.

When guests are present the Caravan Level is temperature controlled to 110F/43C, but when guests are not present the temperature is kept at a more comfortable 180F/82C. Due to the forges the Forge Level is generally a bit hotter – when guests are present it is typically 130F/54C, and when not the temperature is around 200F/93C. See Rooms 5 and 11 for details.

Note that in "cold" areas the azer will be wearing parkas to keep warm.

The remainder of the complex is normally kept at a much more comfortable – for the azer – 180F/82C. While each level has temperature control, the azer will not drop the temperature in their personal areas except in times of great need. Note that while in the Gate, Caravan, and Forge levels the characters need no special magic to survive the temperature, although it will be uncomfortable. However, each character will require 3 to 5 gallons of water per day, or suffer dehydration. Dehydration will temporarily sap 1 point of strength, constitution and dexterity after one day, twice that after the second day, and triple that after the third. If any value reaches zero (0) the character dies. Starting on the second day the character will lose 2 points of intelligence and wisdom, doubling that for each successive day. When either value reaches zero (0) the character dies. Recovery from the loss of more than 4 points of any stat requires one week rest plus 1 day/point lost in all stats.

Note: Water weights 8 lbs/gallon. The encumbrance requirements of the water needed for one person for one day is serious. *Create Water* spells may be required, producing another drain on the party's magic. The DM will have to judge how much water each character needs, based upon temperature (110-130F/43C-54C), activity, etc., and judge now much water each character needs.

When the temperature is hotter the characters will suffer damage (see the Temperature table).

The azer have sources of elemental water, but it is expensive – 10 gp per gallon. They have no desire to see harm come to foreigners, but do not feel especially responsible for keeping them alive. If the characters need water and have no materials with which to purchase it, the azer may be amenable to servitude in exchange for water. Note that the extreme cost of the water (30 to 50 gp/day) will require especially strenuous or dangerous servitude to justify, to the azer, the cost of the water.

Temperature	hp Loss
140F/60C	1d4/10 rounds
150F/66C	2d4/9 rounds
160F/71C	3d4/8 rounds
170F/77C	4d4/7 rounds
180F/82C	5d4/6 rounds
190F/88C	6d4/5 rounds
200F/93C	7d4/4 rounds
210F/99C	8d4/3 rounds
220F/104C	9d4/2 rounds
230F/110C	10d4/round

Temperature Panels

Scattered throughout the complex are bronze colored metal panels about 1 foot square, set in the walls in places the characters typically will not see. Each panel has three buttons of a blackish metal.

Each panel is a magic item that controls the temperature in a limited area. The normal temperature in the FireForge 180F/82C; the azer use the panels to change the temperature in select areas to something their paying customers and guests can tolerate.

Pressing the top button raises the temperature 10F/5.5C with each push. Pressing the middle button lowers the temperature 10F with each push. The temperature change takes 1 round to occur. Pushing either button 3 times quickly raises/lowers the temperature 100F/38C in 5 rounds. The bottom button turns the temperature control off; the temperature changes 10F/5.5C per round until reaching the ambient temperature of 180F/82C.

In addition to the comfort/survivability of their customers, the azer use the temperature for defense. If attacked by creatures of the Plane of Fire, they will drop the temperature to levels inimical to all, trusting to their protective clothing to buffer them from the severe cold. Conversely, other attackers will suffer a sudden 100F/38C spike in the temperature. If attackers prove resistant to a sudden spike in temperature, the azer are quite willing to keep pushing the button.

Note that the **Temperature Panel** is destroyed if it is removed from the wall. It cannot be removed intact in any way, including cutting the stone of the wall.

Stat Checks

A number of traps in the complex require the character to make a "Dex check", which means to roll their dexterity or less on a number of d6. A simple trap may require 3d6 while an extremely difficult one may require 6d6, with intermediate checks requiring 4d6 or 5d6. Other situations may require a similar check vs. a different stat, e.g., Strength. Such checks are performed in the same way.

The Gate Level

#1) Receiving Area

This simple room is unadorned and undecorated. The only features are 4 arches on one wall, and a heavy door on the opposite wall. This is where arrivals gate in and out, and the four arches represent gates – one from the mega-dungeon of the DMs choice, one from a Planar nexus (e.g., Sigil, Plane of a Thousand Doors, Infinite Staircase, or other), one to the Astral Plane, and on that is connected to a gate in a subterranean, volcanic region of a PMP of the DMs choice. A unit of 4 guards – 3 normal and 1 Veteran azer – are on duty at all times.

The guards will ask that any visitors surrender their weapons and state their business. Refusal to do either will result of the azer Veteran angrily demanding that the intruders leave the way that they came (all of the gates are 2-way). The azer will not initiate combat unless the PCs attempt to push past them, at which point they attack and yell for help, alerting the azer in the Guard Room (#2) below, who will pass on the alarm and move to defeat any intruders.

hp - azer: 11, 11, 11; veteran: 17

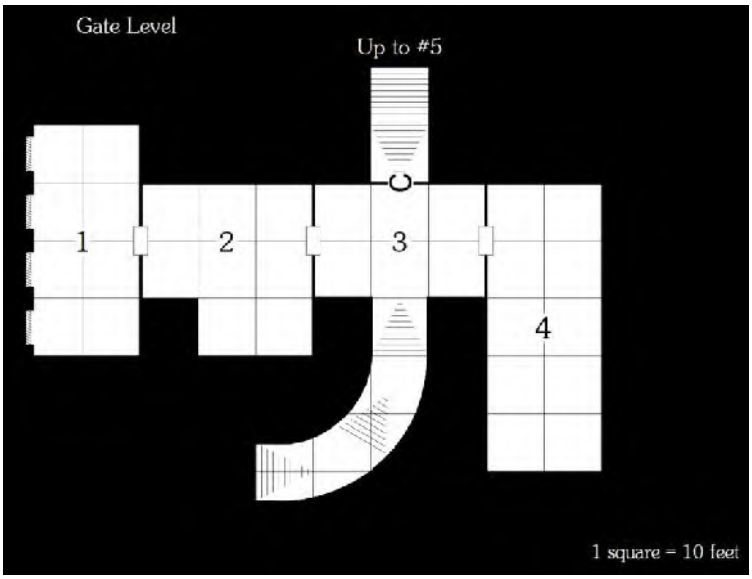
#2) Guard Room

This guard room has 4 azer guards (3 normal & 1 Veteran) who support the guards in The Receiving Area (area #1, above) and keep an eye on the guests. These guards will raise an alarm (alerting the guard in area #10, below) and respond to combat in Area #1 in 1d3 rounds.

There is a steam whistle that echoes through the complex, and will bring guards running.

In the guard alcove in the **Temperature Panel** for the entire level. If an alarm is raised the first thing a guard will do is push the top or middle button three times to increase/decrease the temperature 100F/38C, depending on the nature of the attacker.

hp - azer: 11, 11, 11; veteran: 17



#3) Stair-Slide Trap

When the first character reaches the halfway point of this stairway, the metal stairs will flatten to form a slide and a pit cover at the end of the stair, hinged on the near side, will drop to a 45 degree angle. The characters will slide downwards and into a 30' deep pit, and after 2 segments springs will cause the cover to snap upwards back into position.

Characters who make a successful Dex Check of 6d6 will be able to stop themselves from sliding. The fall into the pit will inflict 2d6 hit points of damage. The angled pit cover reduces the damage.

Note that the temperature in the pit is not controlled (180F/82C) so the characters may suffer effects. If the characters were hostile and not inquisitive, the azer are likely to leave them in the pit for a day or three.

#4) Negotiations Room

This room is used when negotiating the terms of access to the FireForge. It has a large, long table and benches for 12 (6 per side), all made of basalt. The room is completely unadorned as the azer do not waste time decorating an area in which they spend as little time as possible.

The Forge Level

As stated previously, the Forge area has a normal temperature of 130F/54C. It is on the edge of what creatures from the PMP can tolerate.

#5) Work Forge

This is where arrivals and paying customers are able to use the forge. Essentially a large smithy, there are stations for up to four smiths to be working independently. The forges are extremely hot, and the azer provide metal working tools that are able to withstand the heat of the FireForge. Working the forges requires that the smith and his assistants have fire resistance or else they will suffer 1d4 hp of damage each round.

The forges have no obvious source of heat; it is surmised that the azer pipe in heat from some nearby hotspot, such as a river of lava or an everlasting flame.

There is a 1 in 4 chance (per forge) that the forge is in use. Roll 1d6: 1-3 azer smith (making trade items), 4 jann smith, 5-6 other guest (as per room #6, below)

#6) Offices

Rarely used, these two rooms are offices where the azer sign and file contracts, keep records of payments and extra-planar visitors, and take care of day to day administration, etc. The furniture consists of a desk, two chairs, and a locked cabinet. The desk and chairs are carved from basalt, the cabinet from a brass-like metal.

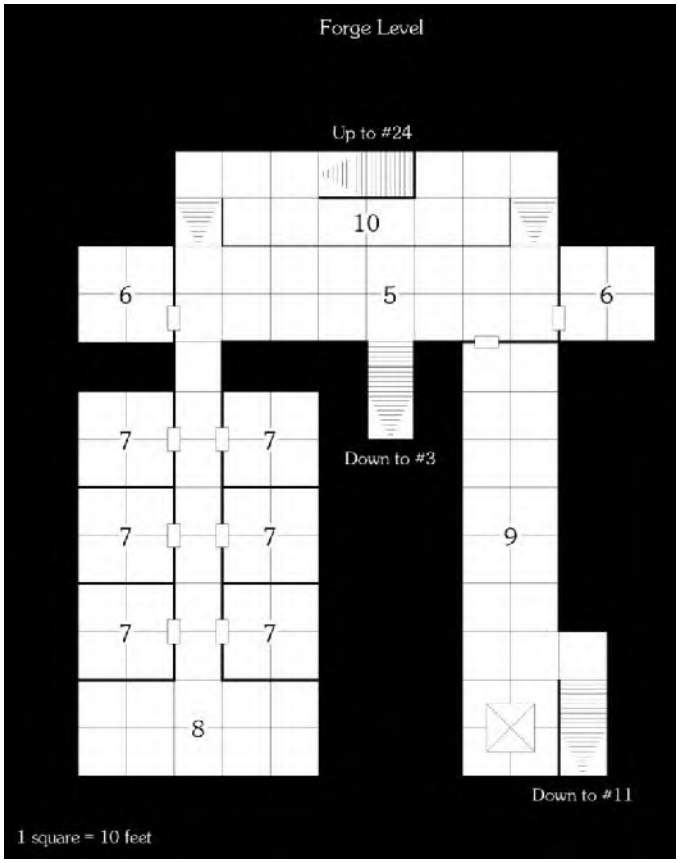
Records are written on a supple, papyrus-like material that is made from a type of fungus native to the Plane of Fire. This "paper" has a burning point near the melting point of iron. Samples of this material may be valuable to sages on the PMP.

The East office has a panel identical to the one in Area #2 – this controls the temperature to the Forge area. The West office has a panel that controls the temperature of the guest quarters and mess.

In case of an alarm any visitors who cannot tolerate azer-normal heat will be shepherded into the guest quarters for their own protection, while the control for the remainder of this level will be turned off.

#7) Guest Quarters

Each of these 6 rooms is identical, with 2 bunks (4 beds total), 4 foot lockers, a table and 2 stools. The azer are content to provide the necessities for their customers, but



are not interested in making the accommodations so comfortable that their visitors overstay their welcome. The temperature here is cooler than the forge, a balmy 110F/43C.

Roll d12 to determine what, if any, guest is in residence:

d12	Guest
1-7	empty
8	azer smith
9	upper planar visitor,
10	lower planar visitor,
11	PMP visitor, e.g. dwarf, magic-user, duergar, etc.
12	DM's choice , e.g., a gold dragon crafting a magical sword, a high priest of Moradin crafting an item, a lich melting down a Holy Avenger, etc.

#8) Guest Mess and Kitchen

Guests are expected to provide their own fare, as the azer have no means of obtaining anything other than "local" dishes, which would be inedible by most denizens of the PMP. Note that many fresh food supplies will spoil quickly so the party will need *Create Food and Water* or similar magic. The azer food is not edible by PMP denizens so food sources are another limiting factor and possible drain on the party's magic.

The furnishings are Spartan, long tables and benches (carved from solid basalt) in the mess hall

#9) Storage

This locked store room contains additional bedding, table settings, cookery, tools for the forges, and some raw materials (steel, iron, etc.).

There is also a steam driven elevator that connects this room to The Caravan Loading (Area #11).

#10) Stairs Up and Guard Post

There are two azer guards here (both are normal azer), one at the bottom of the stairs, and one at the top. If an alarm is raised, the guard at the bottom runs to investigate, while the guard at the top of the stairs closes and double bars the door, and call for aid.

hp - azer: 11, 11

Azer Caravans

If an azer caravan is present, the fortress will be stuffed full of alert, semi-paranoid azer. A caravan consists of 32 total azer (14 with 2+1 HD, 9 with 3+2 HD, 6 with 4+3 HD, 2 with 5+4 HD and 1 with 6+5 HD, this last being an azer of unusual and heroic abilities. These caravans are so important to the azer economy and society that extremely powerful azer command them.

The Caravan Level

#11) Caravan Loading and Storage

Goods offloaded from any arriving caravans are kept here, or goods prepared for shipment (perhaps trade goods brought by planar customers or visitors, or items crafted by azer smiths).

There are two elevators here. One connects to the Storage on the Forge Level (location #9, above) and the other connects to the Fortress Storage (location #19, below).

Generally few goods are stored here, as caravans come through every 10 to 12 days. The supplies that might be found include metal bars (typically the bronze-esque metal used by the azer), various pieces of machinery (rivets, etc. think steam-punk), food, clothing, and the mundane goods needed to run a small fortress.

#12) Caravan Stables

The stables are used to hold the wagons and draft animals that haul the goods moved by caravan. Typically the stables are empty, unless a caravan is here exchanging goods.

#13) Caravan Quarters

This is where reinforcements, new guard shifts, supplies come in and switch out via caravan, including taking the accumulated payment with them).

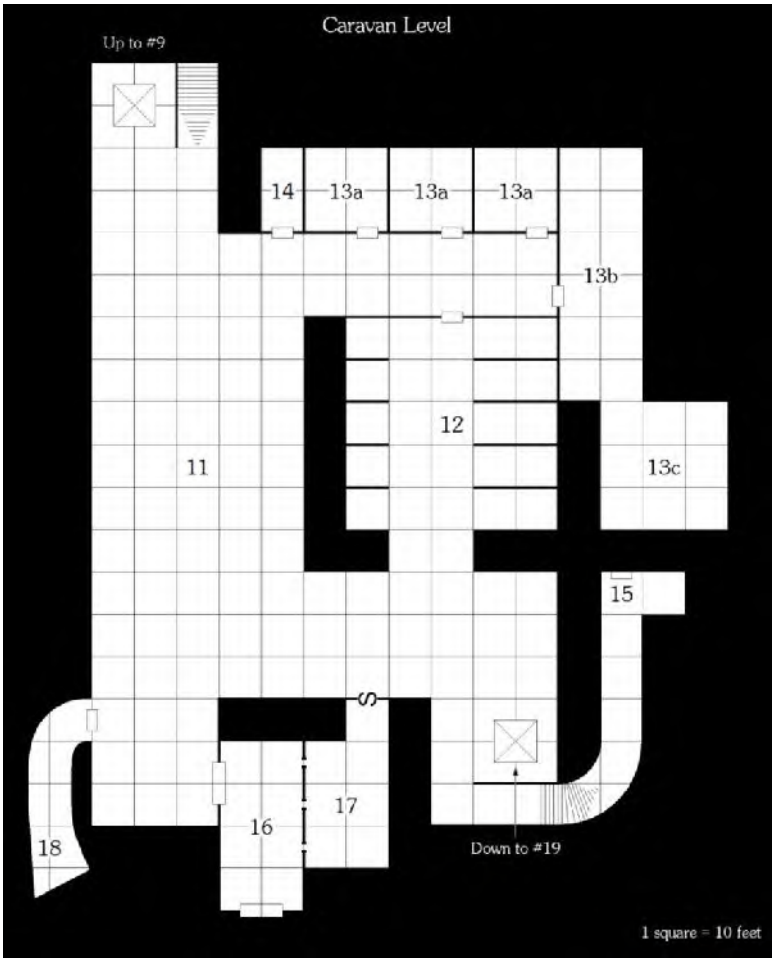
13a) Caravan Master's Quarters

13b) Caravan Bunk

The bunk room has a total of 16 bunks (room for 32 to sleep), and a number of hooks and pegs on the walls and ends of the bunks for gear to be hung.

13c) Caravan Mess

This is a plain, undecorated room with a long stone table running down the centre, and stone benches long the sides. Another table is against the wall opposite the entrance, where food is prepared. The caravans bring their own food.



14) Trap – Steam Fired Ballista

When this door is opened a steam-propelled ballista bolt is launched. Anyone standing in front of the door maybe struck (the ballista strikes as a 17+ HD creature) and the ballista bolt strikes for 4d6+4 hp of damage and can punch through a human sized target to strike another creature behind the initial victim.

Triggering the trap also sets off a steam whistle that echoes through the complex, and will bring guards running.

15) Trapped Staircase

The door at the top of the stairs is false, and when a plate at the top of the stairs is triggered, a wicked trap is sprung. Every second stair begins to collapse into a pit (40' deep, Dex Check on 4d6 to avoid); alternating stairs are propelled upwards by a steam powered piston, slamming PCs into the ceiling (3d6 hp damage), at which point they fall 70' to the pit floor (Dex Check vs 3d6 to leap off the step before being smashed into the ceiling, Dex check vs. 4d6 after hitting the ceiling to hold on and not fall into the pit. The damage from falling from the ceiling is 7d6.

The DM should randomly determine whether a PC is one a collapsing step or a punching step. Triggering the trap also sets off a steam whistle that echoes through the complex, and will bring guards running.

#16) Fortress Gates

These huge gates open to the elemental plane of fire, and when they are open, the room (and the room beyond if both sets of gates are open) is flooded with the fire and heat of the Elemental Plane.

Both sets of these massive gates (each 10' wide, 15' high and 3' thick weighing 40 tonnes) are made of solid basalt, and must be opened and closed with a massive winch mechanism that requires 4 azer to operate. There is also a manually operated crane that is used to raise and lower a massive steel bar (30' long, 1' thick and 2' high, weighing 14 tonnes) to further secure the door. The process of opening and closing these gates requires 2d6+10 rounds (1d6+5 rounds to open or close only), and it is a very loud process which can be heard throughout the complex.

Like the other entrances this area is guarded by 3 normal azer and 1 veteran.

hp - azer: 11, 11, 11; veteran: 17

17) Guard Posts and Air Cannon Battery

Accessed through a normal secret door, this watch post is manned by 2 normal azer. If intruders attack the outer gates, the guards use a steam whistle to alert the complex. They will then use a huge air cannon – the air is super-heated and held under pressure, then released in a great blast.

hp - azer: 11, 11

The air cannon can be fired 3 times before the azer must spend 4 hours reloading and recharging it. Each blast causes 2d6 hp of damage, and forces a Str check vs. 5d6. Failure indicates that the target is thrown to the ground, loses initiative, and must spend the next round regaining their feet. The blast of air causes additional harm to fire elementals and fire-based creatures (2d6+4 hp of damage) as the rush of air "snuffs" out open flame.

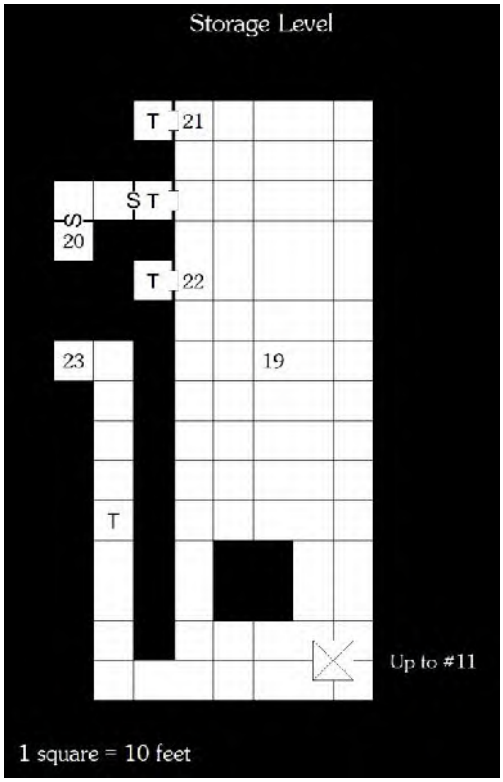
The **Temperature Panel** for the entire level is in here. Normally it is "off" but if attacked the azer here will increase or decrease the temperature depending upon the nature of the attackers.

#18) Outer Watch-Posts

Each posts is manned by 2 normal azer and a veteran azer. The azer are alert to threats, and watch through narrow slits in all directions, as they have been accosted by swarms of fire bats, fire grue, efreeti, and other unpleasant natives of the Elemental Plane in the past.

Each watch post has a steam whistle which can be used to alert the residents of the FireForge. Note that there is a similar watch post on the Barracks Level.

hp - azer: 11, 11; veteran: 17



The Storage Level

#19) Fortress Storage

This area is used to store the mundane materials and tools that are required to maintain and operate a fortress. The supplies include azer food (not edible to PMP denizen maybe not recognizable as food), sheets of bronze-esque metal, tools, spare weapons and armor, stone blocks (for repairs & reinforcing damaged areas), mortar, chain, etc.

The elevator here provides access to location 11, above.

The **Temperature Panel** for the entire level is located in the 20' corridor opposite of the elevator. Normally it is "off" but if attacked the azer here will increase or decrease the temperature depending upon the nature of the attackers.

#20) Treasury and Trap

When this door is opened, a steam powered trap is triggered, a gout of steam erupts, affecting an area 1" wide, 1" high and 3" long. Anyone caught in the steam suffers 4d6 hp damage (save for 1/2 damage).

Two secret doors conceal the true treasury. Any looters will be disappointed to learn that the treasury rarely holds much; any payments received are shipped out with the next supply caravan, back to the main clan-fortress. There are 4 locked and trapped chests, three of which will be empty. There is a 50% chance that the 4th chest will contain a payment of gems worth 1d20 x 1,000 gp value.

#21) Trap

When this door is opened, a trap is triggered, 3 large (7' diameter) circular saw-like blades come spinning out of the room. Each strikes as 10 HD creature, causing 2d12 hp damage.

#22) Trap

When this door is opened, a large steam powered cannon is triggered, firing a canister of grape shot. Every target within a cone-shaped area 40' long and 20' wide at the end will take 3d6 hp of damage (Dexterity check vs. 4d6 to reduce damage by 1/2).

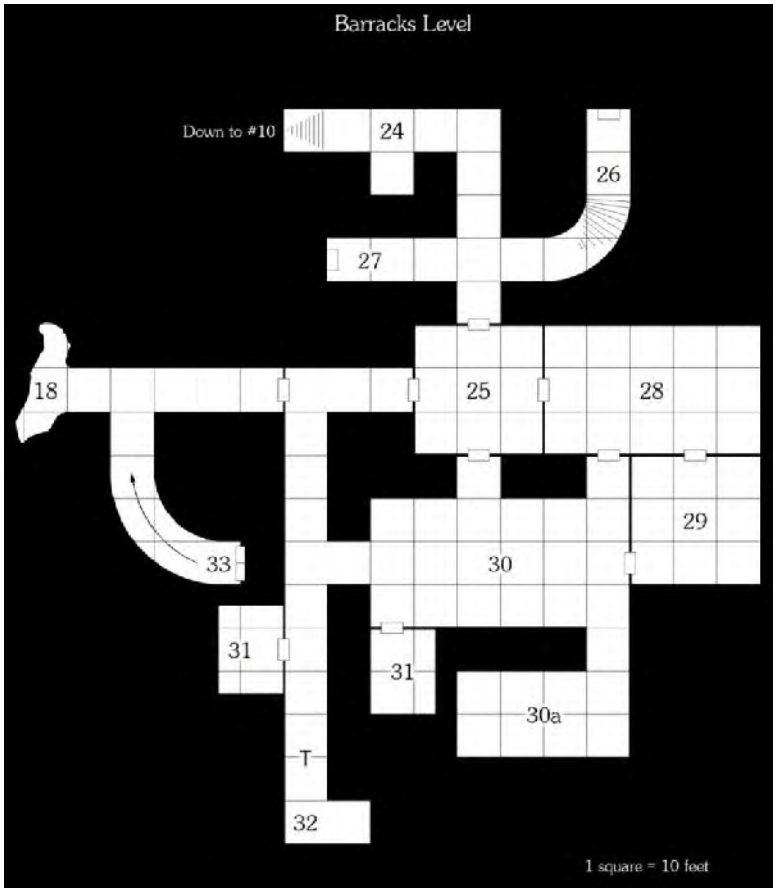
#23) Trap

This trap is set farther back, and it is not triggered until a pressure plate is triggered half way down the hall way. When this happens, a wall drops at the entrance, and steam driven pistons begin to move the floor upwards, crushing the PCs against the ceiling. The floor moves upwards at a rate of 2'/round. On the 4th round, there is only 2' of "breathing room", and PCs will suffer 2d6 hp of damage. On the 5th round they will be crushed (dead, no save).

The mechanical pistons can be defeated by methods such as:

- combining 120 total Strength points to "hold the floor"
- a Rod of Lordly Might
- a Wall of Force or Wall of Stone

Alternately the PCs may run to the end of the hallway, where they will be trapped in a 10'x10' area until the azer let them out.



The Barracks Level

#24) Stairs Up

A pair of normal azer (2+1 HD) guard these stairs (which ascend from location #10, above), one each at the top and bottom of the staircase. They can shout back and forth, and in the event of an alarm, the azer at the top of the stairs will close and bar the door before sending reinforcements.

#25) Guard Post and Armory

Four guards are stationed here (3 normal azer and one veteran), led by a azer captain (4+3 HD), and there is a 50% chance that the commander (5+4 HD) will be here and not in area 35 (below). They watch the fortress gates, and stand ready to respond to any alarms from the FireForge level, at the gate, or from the Outer Watch-Posts (area #18), above.

If they respond to an alarm they send a runner to the Command level (below) to raise the alarm and get reinforcements. If they are responding to alarm from the Forge level, they wait while the door is unbarred, move through the door, and wait while the door is barred behind them, before moving to investigate. If the alarm is from this level (i.e. something attempts to force the gate) they move immediately to the Gates (#13, below).

hp - azer: 11, 11, 11; veteran: 17; Captain 23

The **Temperature Panel** for the entire level is in the north-east corner. Normally it is "off" but if attacked the azer here will increase or decrease the temperature depending upon the nature of the attackers.

26) Stair Trap

When the door at the top of these steep stairs (2' rise for a 1' run) are opened, the stairs turn to a slide, and anyone on the stairs will slide back to the base of the "stairs" and be deposited into a 40' deep pit (4d6 hp falling damage).

One round after activating, the walls of the pit will begin to close, crushing anything in the pit. Steam driven pistons begin to move the walls together upwards, crushing the PCs between them. Two opposing walls move together at a combined rate of 2'/round. On the 4th round, there is only 2' of "breathing room", and PCs will suffer 2d6 hp of damage. On the 5th round they will be crushed (dead, no save). Brute force might overcome the trap. A chance exists to overcome the trap; the chance is equal to 1/2 of the combined "bend bars/lift gate" percentages applied to stop the walls.

27) Trap

When this false door is opened, a pendulum blade trap is triggered. The 30' of hallway becomes a "Cuisinart" as 15 swinging pendulum blades are released. A successful Dexterity check (vs. 3d6) is required to avoid each blade. A PC struck by a blade suffers 1d6 hp of damage and a -1 penalty to their next Dexterity check as they are now off-balance. Penalties from multiple blows are cumulative, e.g. if a PC is struck by a blade, they suffer a -1 penalty on the next check. If they are also struck by the 2nd blade, they then suffer a -2 penalty on their 3rd Dexterity check. The penalty resets to zero on a successful Dex check.

#28) Barracks

This room contains 20 bunks (enough for 40 foot soldiers). There will normally be 17 off duty azer (2+1 HD) in this room, unless they have responded to an alarm. They will be resting (60%), going through weapons practice (20%), or talking as they inspect and maintain their equipment (20%).

hp - azer: 17x 11

#29) Senior Barracks

Five off-duty veteran azer will be found here, either resting (60%), going through weapons practice (20%), or talking as they inspect and maintain their equipment (20%). There are enough bunks for 10 azer.

hp - veteran: 17, 17, 17, 17, 17

#30) Mess and kitchen

The azer can eat, and enjoy eating, although the majority of the nourishment that they need is provided by exposure to the energy and environment of the Plane of Fire.

#30a) Pantry

The azer eat creatures native to the Elemental Plane of Fire, and a number of fire-bat carcasses hang here, as well as containers and stacks of some exotic hardwoods, charcoal and coal.

#31) Junior Officer Quarters

The captains each have a small room. The rooms are simply furnished, bed, footlocker (with spare armor and weapons, no treasure), and a writing desk where various daily logs and reports are prepared.

hp - Captain: 23

32) Trap

When someone steps around the corner, a pressure plate is triggered, setting off a steam powered cannon. The cannon fires a large metal cannon ball 4' in diameter. The cannon hall ricochets down the hall, striking as a 10 HD creature, attacking anyone in the hall. Anyone struck by the cannon ball suffers 3d6 hp of damage.

33) Ramp Up

This ramp leads up the Command Level.

The Command Level

#34) Throne Room

This simply furnished room, having a "throne", several benches, and a large table along one wall, is where the outpost commander holds council, meets with visitors, etc. The Lord is usually here (75%), in his quarters (20%), or elsewhere in the fortress conducting inspections of business (5%). The Lord is accompanied by two Clock Work Guard Dogs (32 hp each, new monster, see below).

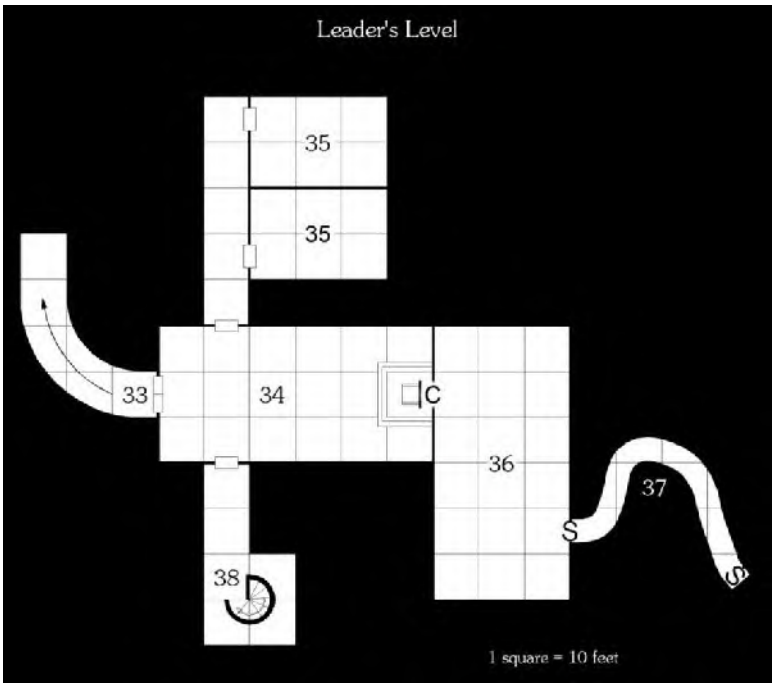
The **Temperature Panel** for the entire level is in here. Normally it is "off" but if attacked the azer here will increase or decrease the temperature depending upon the nature of the attackers.

#35) Senior Officers Quarters

Each azer commander has his own room. These are bare, containing a bed, a desk, one chair and a footlocker. One room (the farthest from the Throne Room) has a magical item in the footlocker, a steel **Mace +2** with silver-wire wrapped around the handle (weapon is +2 on the PMP, but non-magical on this plane).

hp - Commander: 30, 30

#36) Lord's Quarters



Azer Statistics table

Azer	HD	hp	Strength	To-Hit/ Damage	Magic Resis	XPV	Treasure
Normal (40)	2+1	11	17	+1/+1	5%	135+3/hp	3d4 gems of 10 GPV
Veteran (12)	3+2	17	18	+1/+2	10%	200+4/hp	3d4 gems of 50 GPV
Captain (2)	4+3	23	18/50	+1/+3	15%	285+5/hp	3d4 gems of 100 GPV
Commander (2)	5+4	30	18/75	+2/+3	20%	500+6/hp	3d4 gems of 500 GPV
Lord (1)	7+6	49	18/90	+2/+4	25%	1,175+10/hp	8 gems of 1,000 GPV

With the exception of some beautifully sculpted items kept on a ledge, this room is as spartanly furnished (bed, desk, footlocker, two chairs) as the rest of the complex. The four sculptures are all about 1' tall, and weigh 20 lbs; all are metal, bronze native to the Elemental Plane of Fire. Two are sculpted flames, buffed to a high shine so that the reflecting light makes the flames look like they are dancing. Another is an extended spring, the coils shaped like flames. The fourth sculpture is a dragon made of flames. Each sculpture is worth 1,000 gpv on the PMP.

hp - Lord: 49

#37) Escape Tunnel

The azer have carefully concealed this tunnel, and use it as a means of escape, or to mount a sortie should they ever be besieged. There are three traps in the tunnel. One (half-way down) is a magical *Glyph of Warding* (cast by a clerical customer), a blast of cold that causes 30 hp of damage. At either end a carefully concealed pressure plate (-15% to find and remove traps rolls) sets off a tunnel collapse (5d6+5 hp of damage, save vs petrification for 1/2 damage). The secret doors at either end are locked, and the exterior door is also barred from the inside.

38) Watch Tower

As per Area #18.

hp - azer: 11, 11, 11; veteran: 17

Azer and Creatures

Azer Statistics

Normal azer: AC 2(0); Mv 12"; # Att 1; Dmg by weapon +1 (strength); SA strength 17; SD immune to fire; Int Average; AL LN. The statistics for the higher level azer are the same as the normal azer unless listed as different. Values that vary are listed in the Azer Statistics table.

Normal azer carry a short, broad headed spear (1d6 damage) or large footman's mace (1d6+1 damage). They wear a kilt of bronze plates and a bronze scaled baldric, and if expecting trouble or on guard duty they don a large bronze war helmet, breast plate, and shield, which reduces their AC to 0.

Azer Veteran: Dmg by weapon +2 (strength); SA strength 18. Veterans are stronger and more experienced than the average azer.

Azer Captain: Dmg by weapon +3 (strength); SA strength 18/50. Captain wears more ornate armor, but the armor does not have any exceptional protective value.

Azer Commander: AC 2 (-1); Dmg by weapon +3 (strength); SA strength 18/75. Commanders wear thick bronze plate instead of the breast plate, improving their armor class by 1.

Azer Lord: AC 2 (-2); Dmg by weapon +4 (strength); SA strength 18/90. The azer Lord carries a large **Shield +3** and **Footman's Mace +2**, and wears a **Ring of Warmth**. He has armor of thick bronze plates, and an ornate war helm in the form of a dragon's head.

Clock Work Guard Dog

Frequency:	Uncommon
No. Appearing:	1d4
Armor Class:	0
Movement:	6" to 9"
Hit Dice:	4+12
% in Lair:	100%
Treasure Type:	nil
No. of Attacks:	1 bite
Damage:	2d6 + 1d4 heat damage
Special Attacks:	immune fire/heat, alarm bark (heard in 36" radius)
Special Defences:	see below
Magic Resistance:	standard
Intelligence:	non
Alignment:	N
Size:	M

Level/XP Value: V / 330 + 5 xp/hp

The azer forge their mechanical guard dogs from elemental iron alloys, giving them an exceptionally tough outer shell. These constructs move a bit jerky and are not fast, but bite with crushing jaws and inflict additional damage due to heat. They appear similar to a PMP St. Bernard dog, having a large blocky build, and are typically a bronze color.

They are immune to fire and heat effects, and are the bane of magic users – their outer shell reflects Magic Missiles back at the caster. Being mindless constructs they are immune to sleep, charm, hold, paralysis, poison, and similar mental and physical attacks that do not work on mindless, non-living creatures. They detect invisible creatures and items within 60' and can be surprised only 1 in 12.

Pyrox

Frequency:	Common
No. Appearing:	4d4
Armor Class:	3
Movement:	9"
Hit Dice:	4+4
% in Lair:	25%
Treasure Type:	nil
No. of Attacks:	1 (butt or trample)
Damage:	1d6 + special OR 1d8 + special
Special Attacks:	breathe fire; trample
Special Defences:	immune fire/heat, +1 or better weapon to hit
Magic Resistance:	standard
Intelligence:	animal
Alignment:	N
Size:	L
Level/XP Value:	IV / 230 + 5/hp

Pyrox are the azer beast of burden. They look like an ox with stubby legs, a dark black coat with grey smear, and flames rippling across their horns and hooves. They are incredibly strong, able to carry twice the load of a PMP ox, and heavy, weighing 1-1/2 times a PMP ox despite being 18" shorter at the shoulder. They are easily domesticated and generally even tempered.

If attacked they will butt with their horns, inflicting 1d6 points of damage. If panicked they will charge over attackers, inflicting 1d8 points of damage. When charging a roll of natural 20 indicates they have trampled the opponent, inflicting an additional 2 hp of damage per additional pyrox in the group. Note that all attacks inflict an additional 1d3 points of heat damage. Once every 3 rounds a pyrox may breathe a fan of flame 3' wide and 8' long, inflicting 1d4+4 hp of damage to any creatures in the area. Pyrox have the disadvantage that they suffer double damage from water and cold based attacks.



Scaling the Adventure

If the DM feels the need to make this encounter more challenging, there are a number of opportunities to do so.

First, a caravan may be in residence. There are bunks for up to 32 additional azer; likely adequate numbers to challenge well prepared parties. The caravan may also have large and dangerous pack animals.

Secondly, the azer will be aware of their high strength relative to mortals. In cases where they have a numerical advantage, they may use tactics like overbearing and grappling to overpower enemies. Remember that the azer's body heat will cause damage to those they grapple.

Third, any customers currently in residence are likely to take the side of the azer in any confrontation. This may pit the PCs against any number of unlikely (and possibly very powerful) foes. Learning that an arch-mage is here forging an iron flask may come as an unpleasant surprise to PCs.

There are any number of potential guardians or vermin available that can be included to trouble adventurers. These range from the lowly fire bats, to more powerful grues, the efreeti, or elementals.

Unfortunately, making the adventure less challenging is more difficult without nerfing the extra-planar effects of the environment. The number of azer could be reduced, or some doors may be made unbreachable to prevent low-level PCs from making it too far into the FireForge.

Note: The maps in the adventure are scaled small for magazine space reasons. Download the full sized maps: http://www.and-mag.com/downloads/and-mag-i07-fireforge-map-pack.docx

For Further Reading

This month's column features some elemental related forums and blogs, articles from magazines, and some adventures.

Forums and Blogs

Void Elementals (Matthew James Stanham): http://silverbladeadventures.blogspot.com/2010/08/article-void-elementals.html

Giant in the Playground: Elemental Weapons: http://www.giantitp.com/forums/showthread.php?t=134641

2E inspired elementals: http://swordfishislands.blogspot.com/2013/06/some-elementals.html

Types of elementals: http://swordfishislands.blogspot.com/2013/09/elemental-abilities.html

Ecology of elementals: http://hackslashmaster.blogspot.com/2013/03/on-ecology-of-elementals.html

Elemental Clerics: http://wampuscountry.blogspot.com/2013/07/there-is-season.html

Articles from The Dragon and other magazines

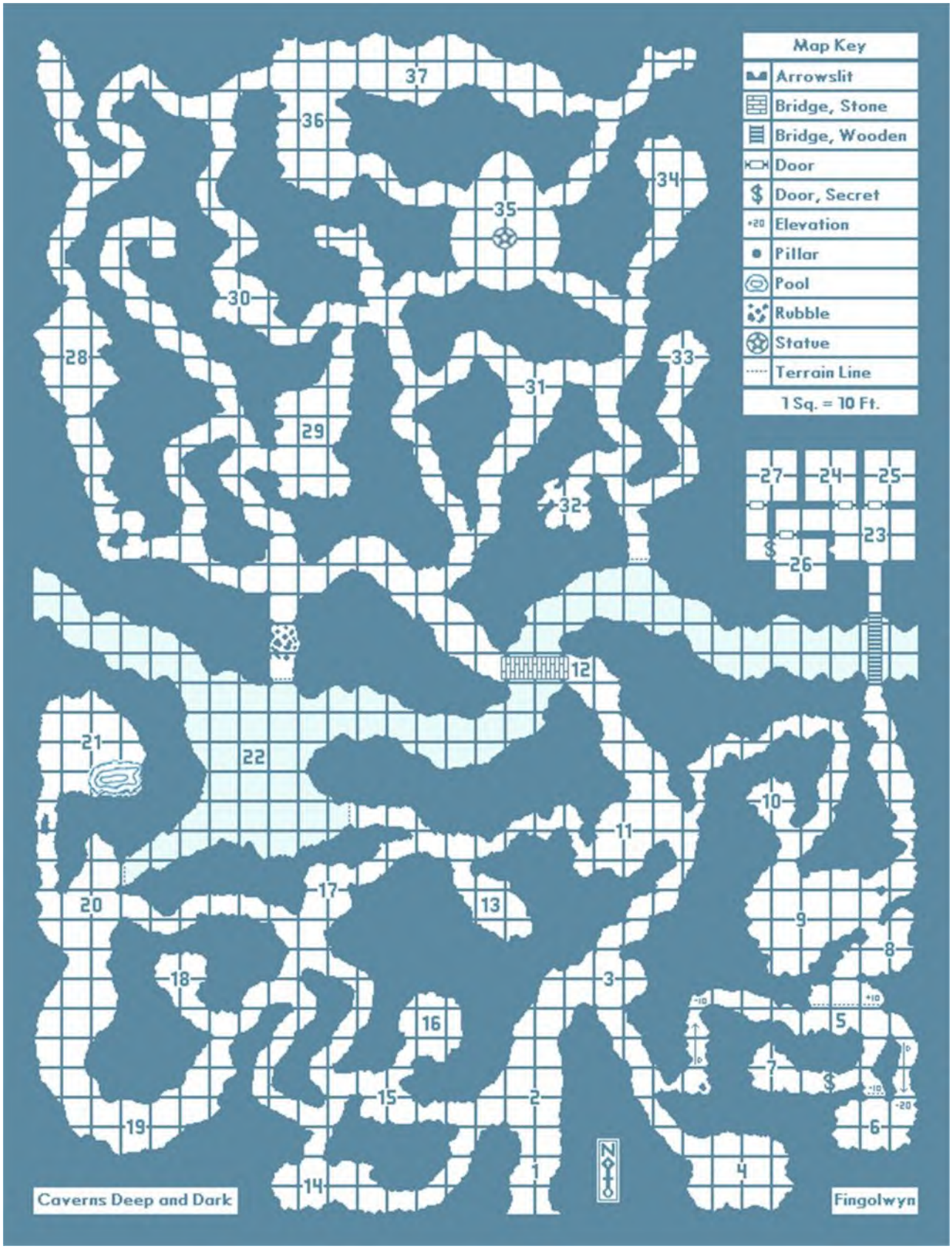
Article Title	Author	Issue	Game
Elementals and the Philosopher's Stone	Jeff Swycaffer	Dragon 27	OD&D
Elementary Ideas for Elemental Adventuring	Kienle & Gygax	Dragon 47	AD&D1
Elemental Gods	Nonie Quinlan	Dragon 77	AD&D1
Plane Speaking	Jeff Grubb	Dragon 125	AD&D1
Plane Speaking	Jeff Grubb	Dragon 128	AD&D1
Dragon's Bestiary, The	Dean Shornshak	Dragon 129	AD&D1
Arcane Lore	Richard A. Hunt	Dragon 187	AD&D2
Elemental Summoning Gone Wild (Dark Sun)	Ed Bonny	Dragon 236	AD&D2
Arcane Lore: Spells of Elemental Air	Robert S. Mullin	Dragon 244	AD&D2
Arcane Lore: Spells of Elemental Air	Robert S. Mullin	Dragon 244	AD&D2
The Elementalist	Stephen Bland	White Dwarf 23	AD&D1
Elemental Beasts	R. E. B. Tongue	OD&DITIES 15	LL
Elemental Lore: Summoning Elemental Subtypes	N/A	Dyson's Dodecahedron 2	BD&D

Adventures from Dungeon Magazine

Title	Author	Issue	Description
Hirward's Task	Rich Stump	05	1E levels 4-8. A mage loses control of his summoned air elemental and depends on heroes to deal with the problem.
Moving Day	Roger Baker	43	2E levels 3-5. Adventurers are needed to escort an elemental-driven flatboat safely through the Zvern Passageway to its destination beyond the mountains.
Deep Trouble In Telthin	John A. Hartshone	72	2E levels 10-12. Dive into the Elemental Plane of Water.

Map 2: Caverns Deep and Dark

Map by Fingolwyn



Each issue of **&** has a theme, and our goal is to ensure that at least 60% of the articles match that theme.

Why?

To give our readers as much of a good thing as we can!

Themes for upcoming issues include:

- Character Races
- Inns, Taverns, and Way Stations
- Humanoids

What do YOU want to read?

Our readers should help decide what they read. Send your ideas for themes to: letters@and-mag.com

But … ideas are only half the picture! We need to fill in the other half, the articles! Do your part to keep **&** full of interesting things. Send your articles, monsters, spells, items, and anything else you can think of to: submissions@and-mag.com

Stay tuned for & Issue #8: Urban Adventuring

Coming in February 2014!

This issue may include:

The Business of Adventuring

Life Swarms with Innocent Monsters

The Brandywine House

Make a Mini-Castle on The Cheap

Coming in May 2014, Issue #9: Spells and Spell Casters

This issue may include:

Spontaneous Spell Casting

Friend or Foe: Nikolias Morghul

Ecology of the Dragon Turtle

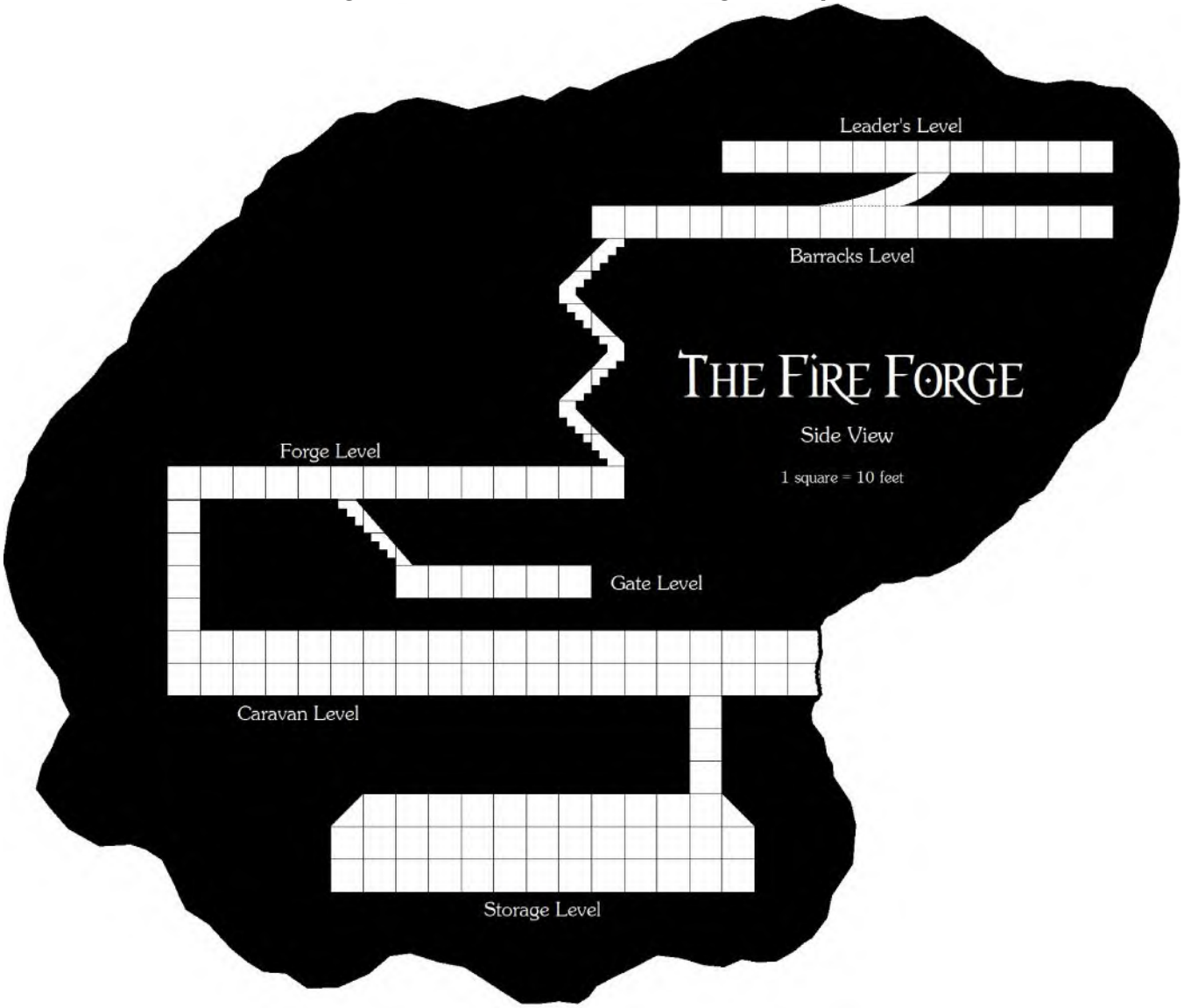
Expanding the Globes of Invulnerability

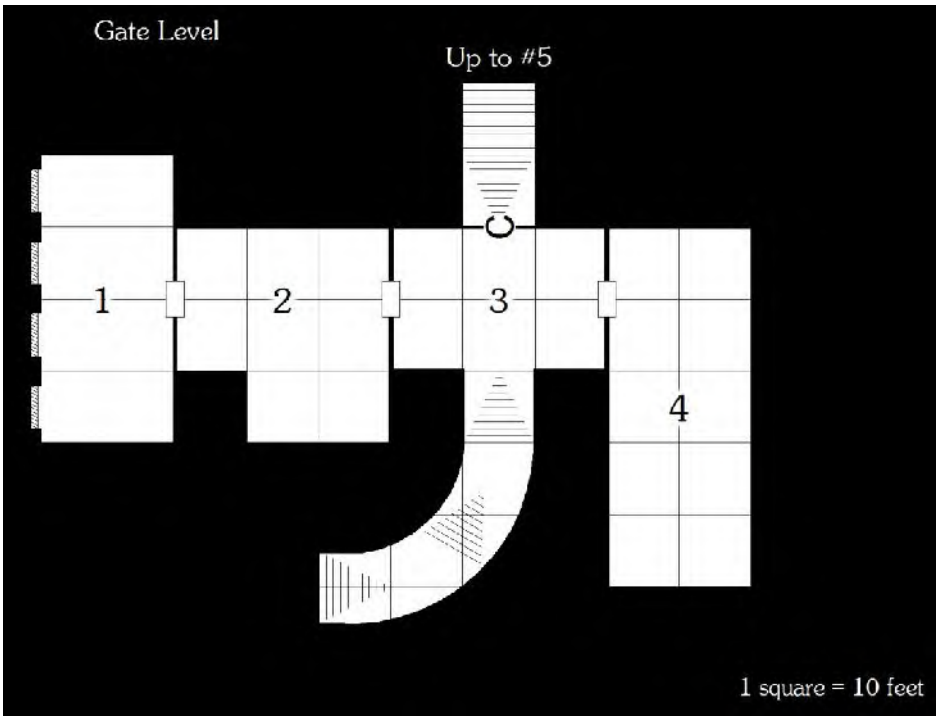
The **& Publishing Group** publishes fantasy role playing game articles, fiction, columns, adventures, and related materials primarily focused on the *Advanced Dungeons & Dragons* ™ game. We also publish for *Advanced Dungeons & Dragons 2nd edition* ™ and all variants of the original *Dungeons & Dragons* ™, plus similar open source game systems including *OSRIC* ™, *Labyrinth Lord* ™, etc.

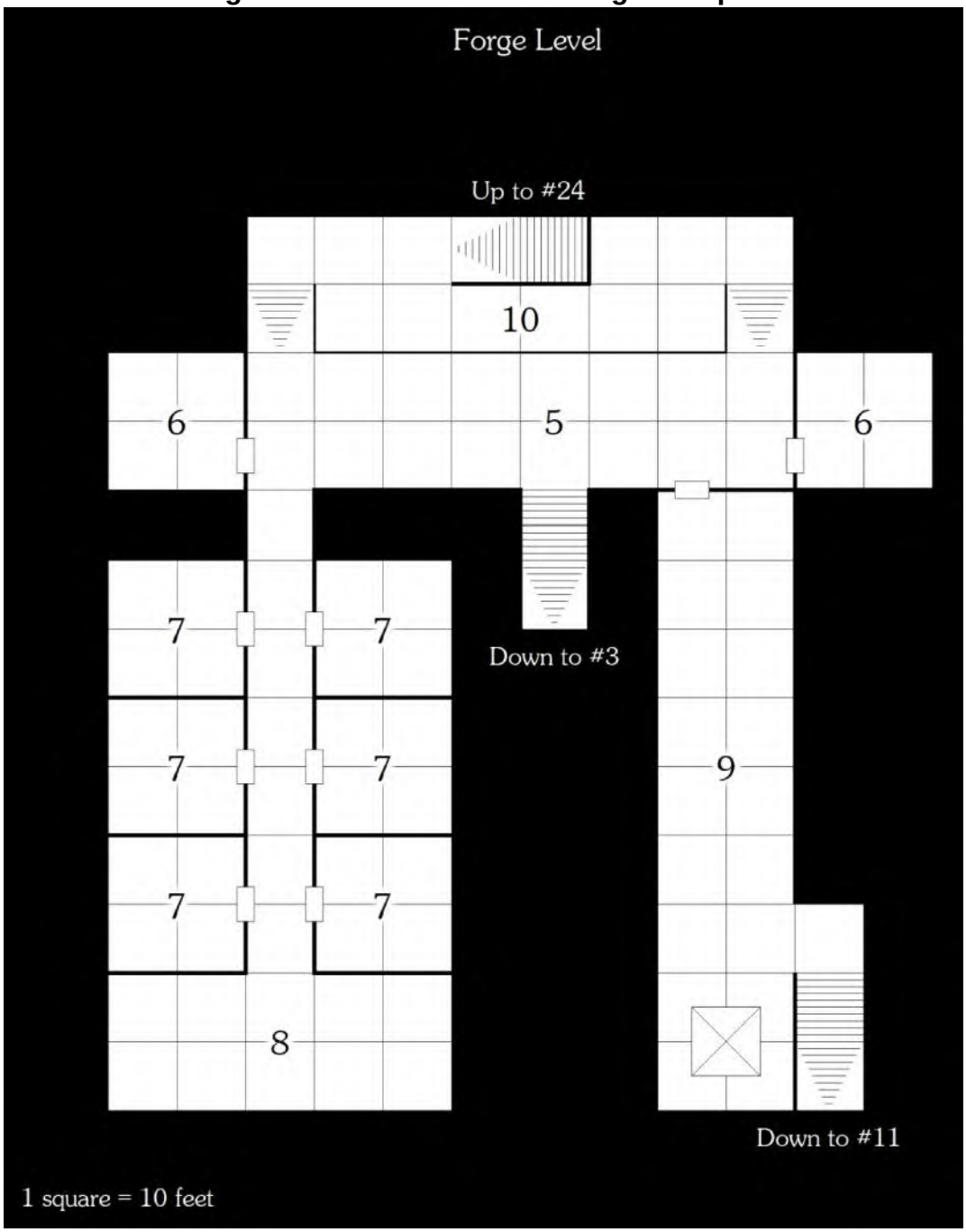
Article submissions must be in RTF, Microsoft Word, or OpenOffice format. Artistic submissions must be in a common format including JPG, PNG, TIF, and GIF. Other formats may be acceptable, please inquire before submitting. No submissions in non-digital format will be accepted excepting some extreme mitigating circumstances.

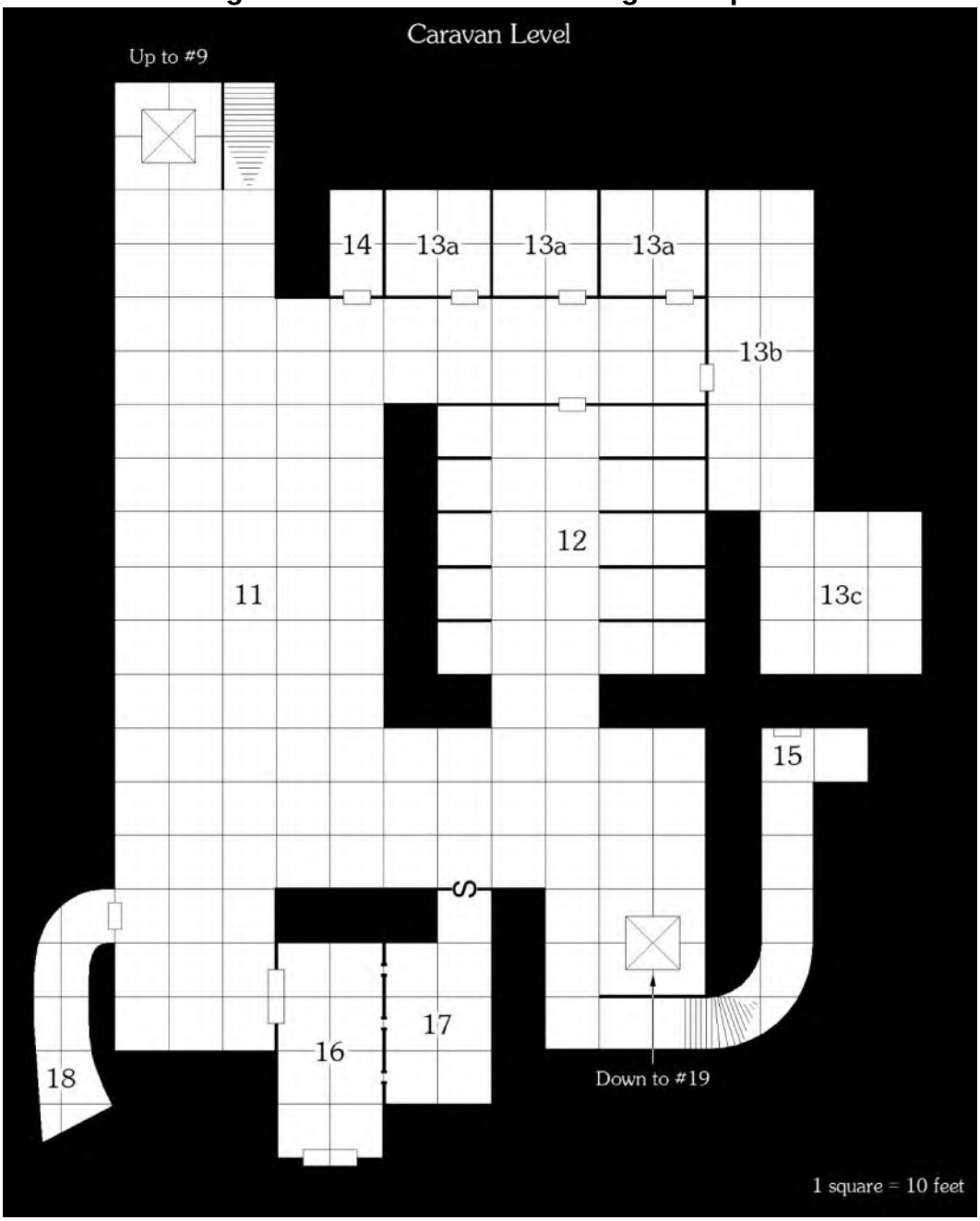
Please spell check and proof articles before submitting, and please submit only articles that are completed. Drafts and outlines will be rejected. Please note that **&** will copy edit articles for content or length at staff discretion, although we make every effort to preserve the author's style. Authors will be required to sign a release giving **&** permission to publish their works.

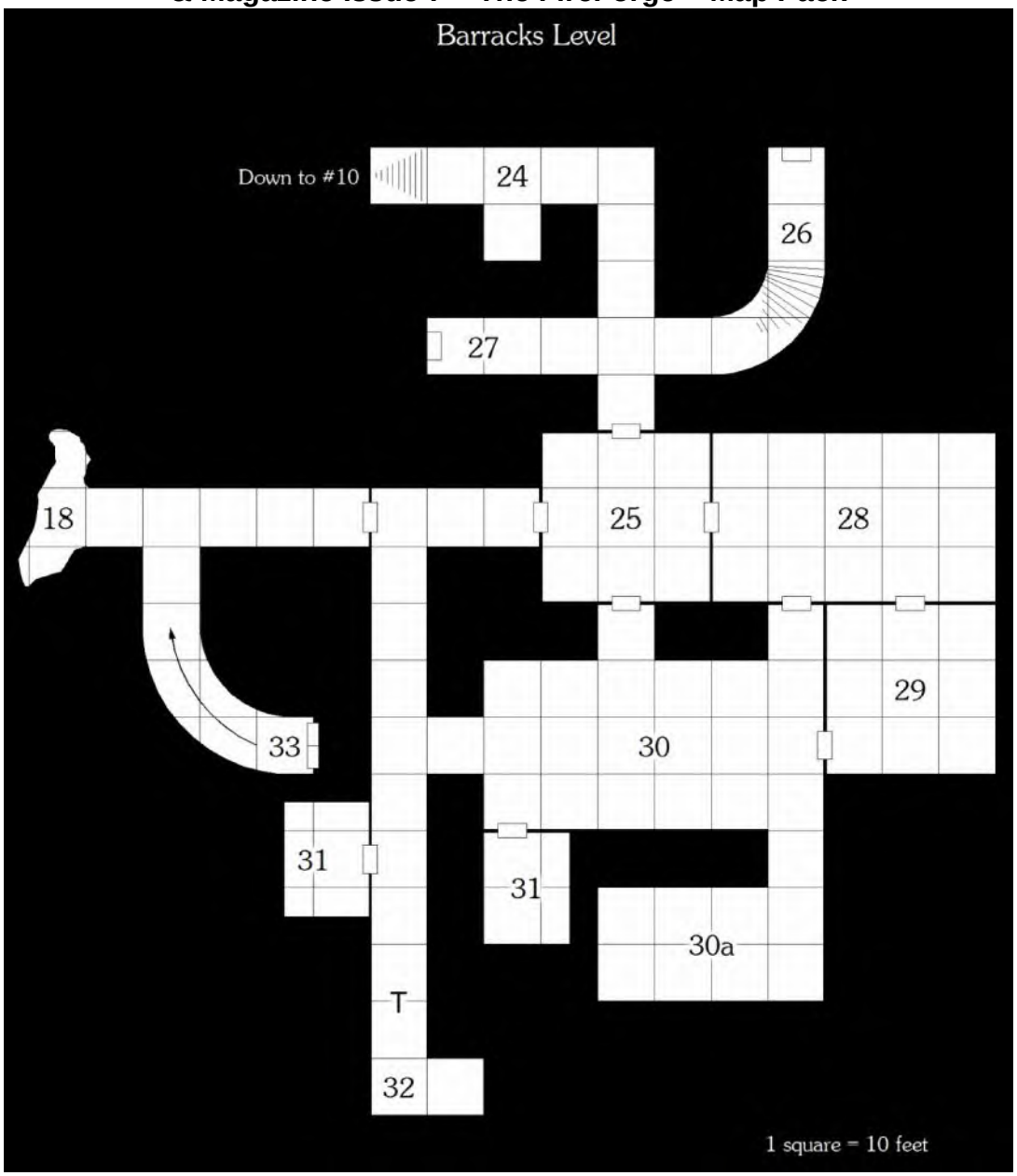
Please no articles or art of pornographic, graphic, or distasteful nature. **&** reserves the right to reject any material deemed objectionable. See the http://www.and-mag.com/ for detailed submission guidelines.

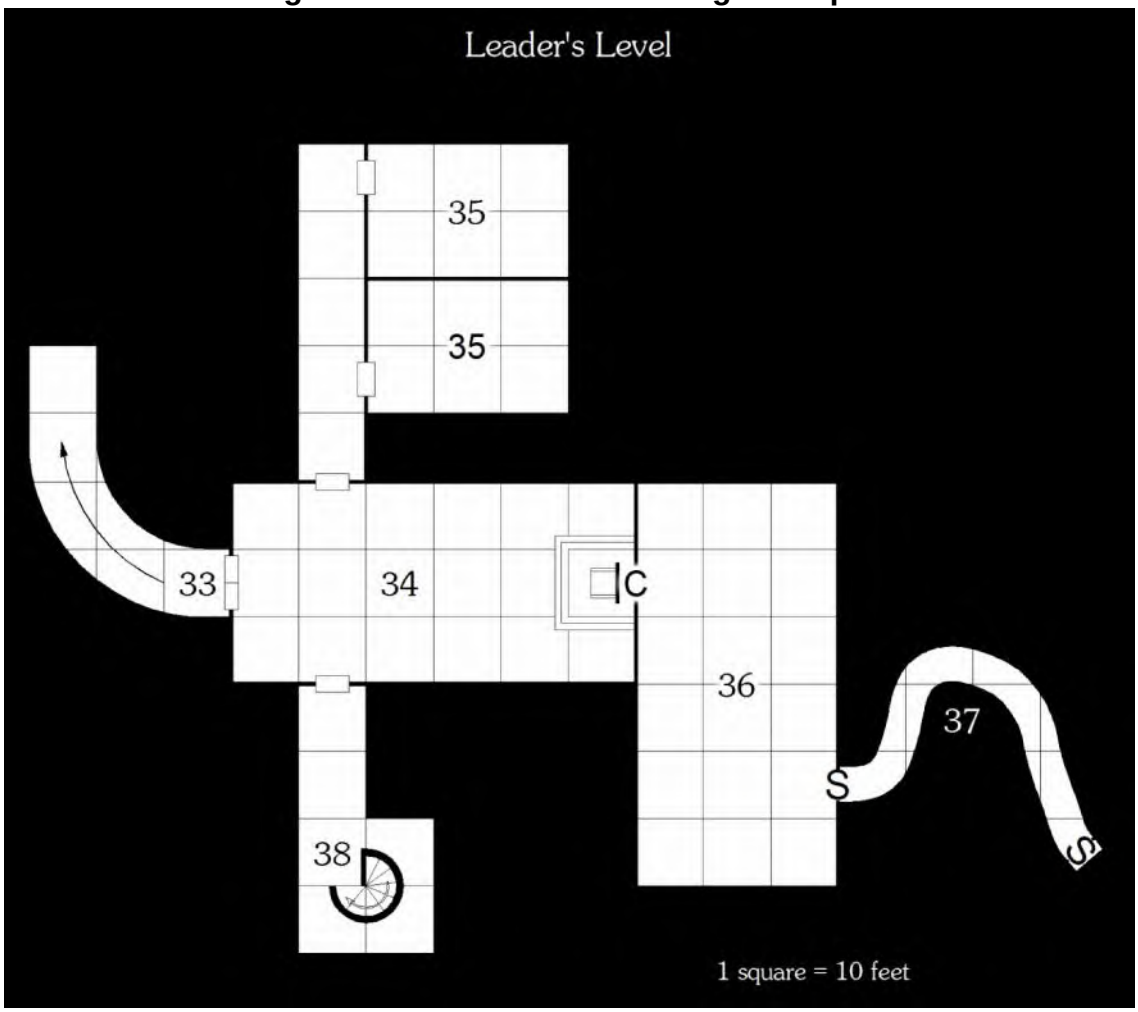

Leader's Level
Barracks Level
THE FIRE FORGE
Side View
1 square = 10 feet
Forge Level
Gate Level
Caravan Level
Storage Level

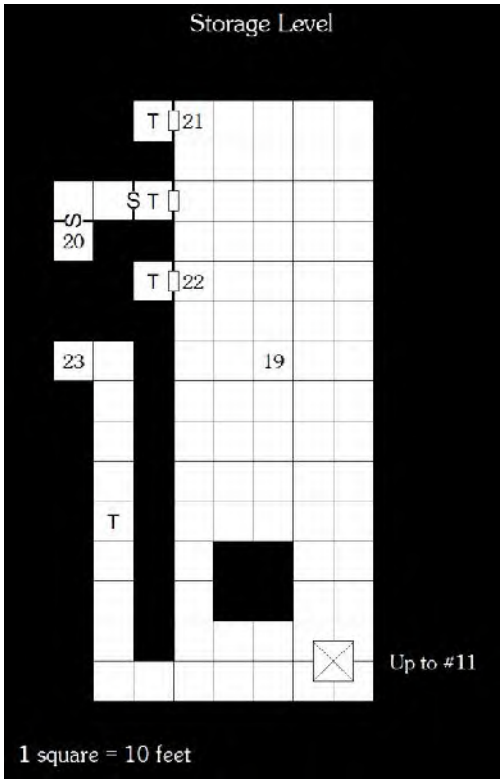

Gate Level
Up to #5
1
2
3
4
1 square = 10 feet

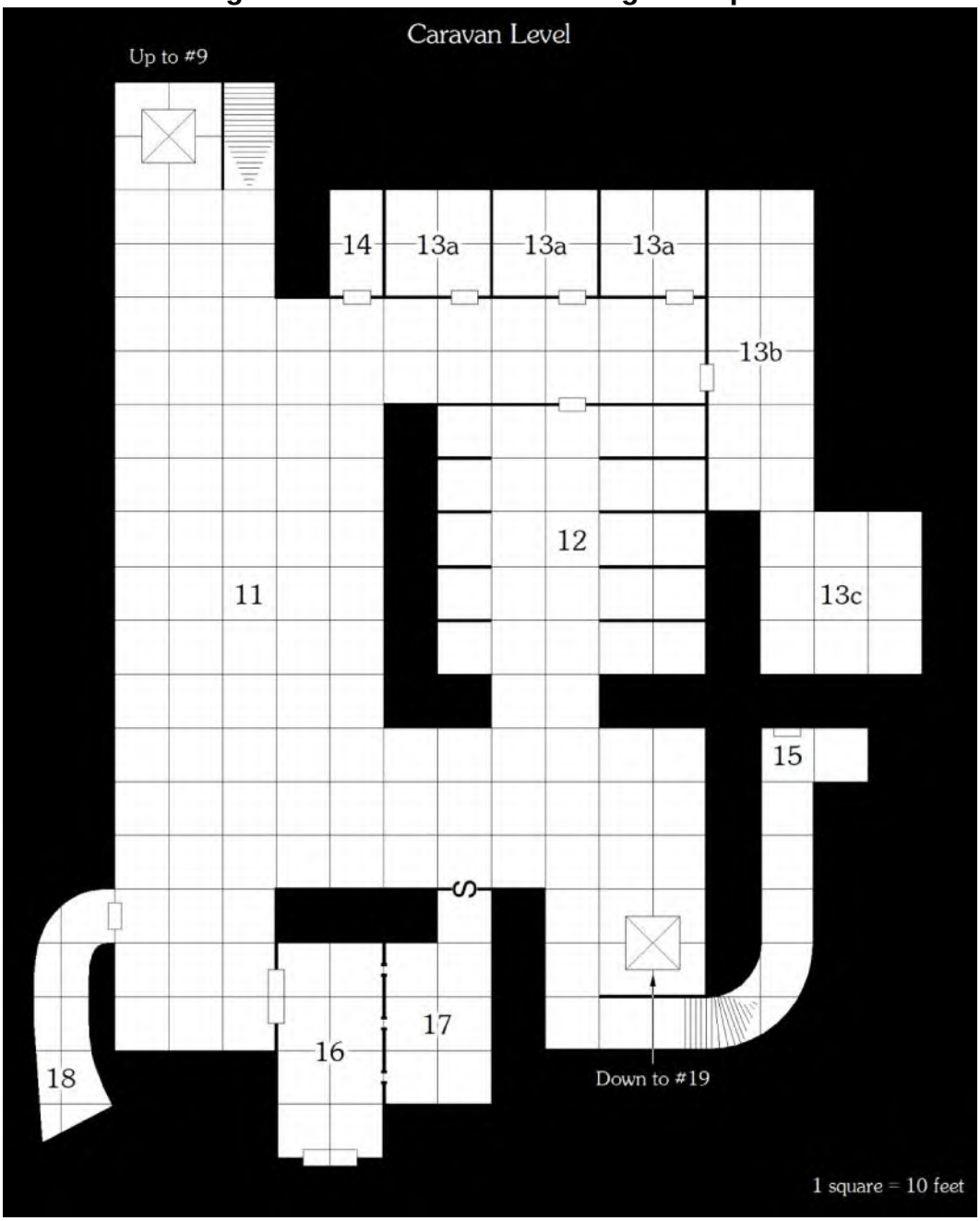

Forge Level
Up to #24
10
6
5
6
7
7
Down to #3
7
7
9
7
7
8
Down to #11
1 square = 10 feet


Caravan Level
Up to #9
14
13a
13a
13a
13b
12
11
13c
15
16
17
18
Down to #19
1 square = 10 feet


Barracks Level
Down to #10
24
26
27
18
25
28
29
33
30
31
31
30a
T
32
1 square = 10 feet


Leader's Level
35
35
33
34
C
36
37
S
S
38
1 square = 10 feet


Storage Level
T
21
S T
S
20
T
22
23
19
T
Up to #11
1 square = 10 feet


Caravan Level
Up to #9
14
13a
13a
13a
13b
12
11
13c
15
16
17
18
Down to #19
1 square = 10 feet